

H A S B R O HEROES SOURCEBOOK



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"UPGRADE"

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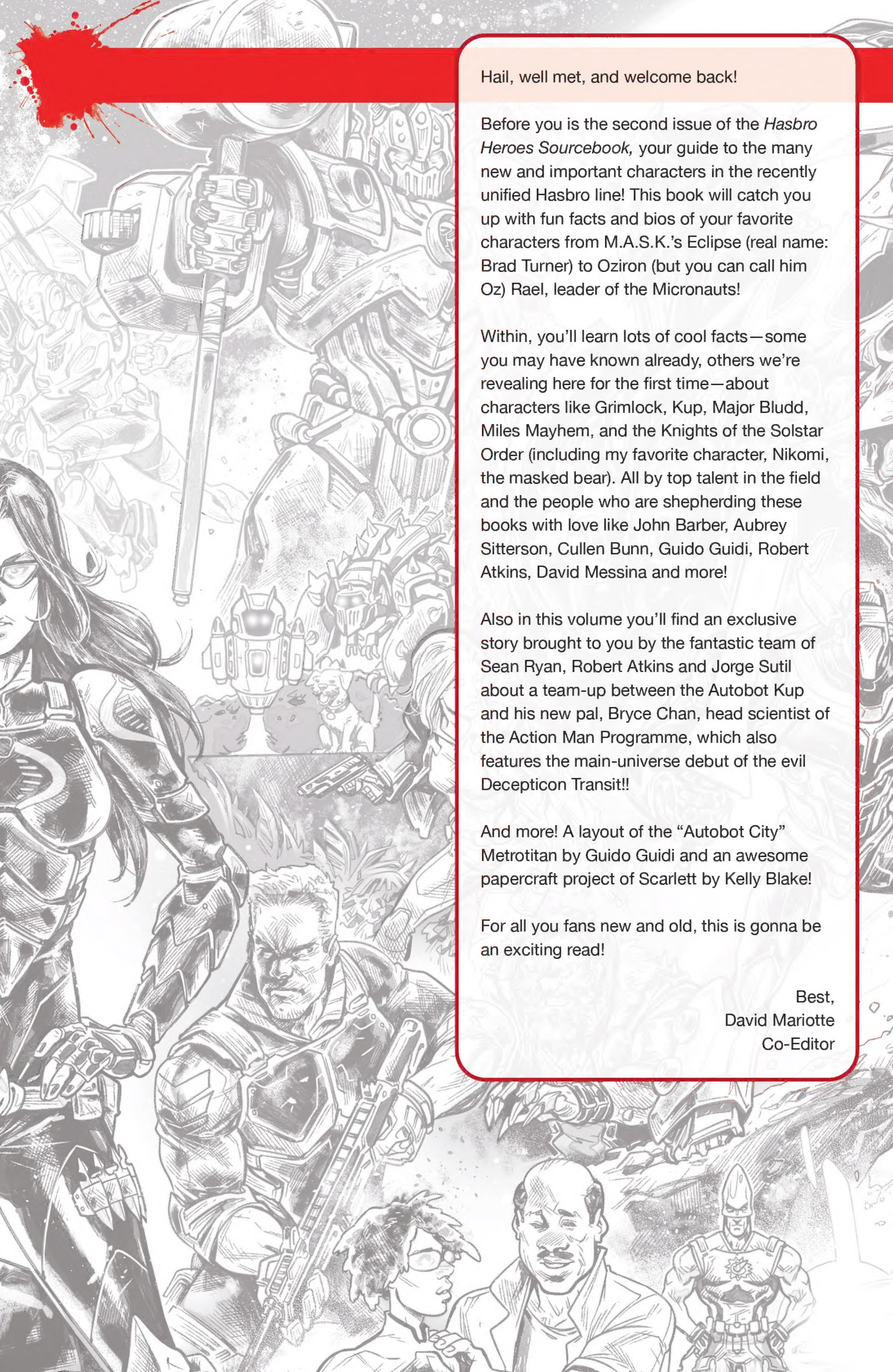
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Hail, well met, and welcome back!

Before you is the second issue of the *Hasbro Heroes Sourcebook*, your guide to the many new and important characters in the recently unified Hasbro line! This book will catch you up with fun facts and bios of your favorite characters from M.A.S.K.'s Eclipse (real name: Brad Turner) to Oziron (but you can call him Oz) Rael, leader of the Micronauts!

Within, you'll learn lots of cool facts—some you may have known already, others we're revealing here for the first time—about characters like Grimlock, Kup, Major Bludd, Miles Mayhem, and the Knights of the Solstar Order (including my favorite character, Nikomi, the masked bear). All by top talent in the field and the people who are shepherding these books with love like John Barber, Aubrey Sitterson, Cullen Bunn, Guido Guidi, Robert Atkins, David Messina and more!

Also in this volume you'll find an exclusive story brought to you by the fantastic team of Sean Ryan, Robert Atkins and Jorge Sutil about a team-up between the Autobot Kup and his new pal, Bryce Chan, head scientist of the Action Man Programme, which also features the main-universe debut of the evil Decepticon Transit!!

And more! A layout of the "Autobot City" Metrotitan by Guido Guidi and an awesome papercraft project of Scarlett by Kelly Blake!

For all you fans new and old, this is gonna be an exciting read!

Best,
David Mariotte
Co-Editor



YOU THINK YOU COULD STAY HIDDEN FROM ME, TRANSIT?

I'VE BEEN SNIFFING OUT DECEPTICONS SINCE YOU WERE JUST A PILE OF NUTS AND BOLTS.

DON'T YOU EVER SHUT YOUR MOUTH, KUP?!

LONDON!



MAYBE I'LL JUST HAVE TO SHUT YOU UP PERMANENTLY.

ARRGH!!



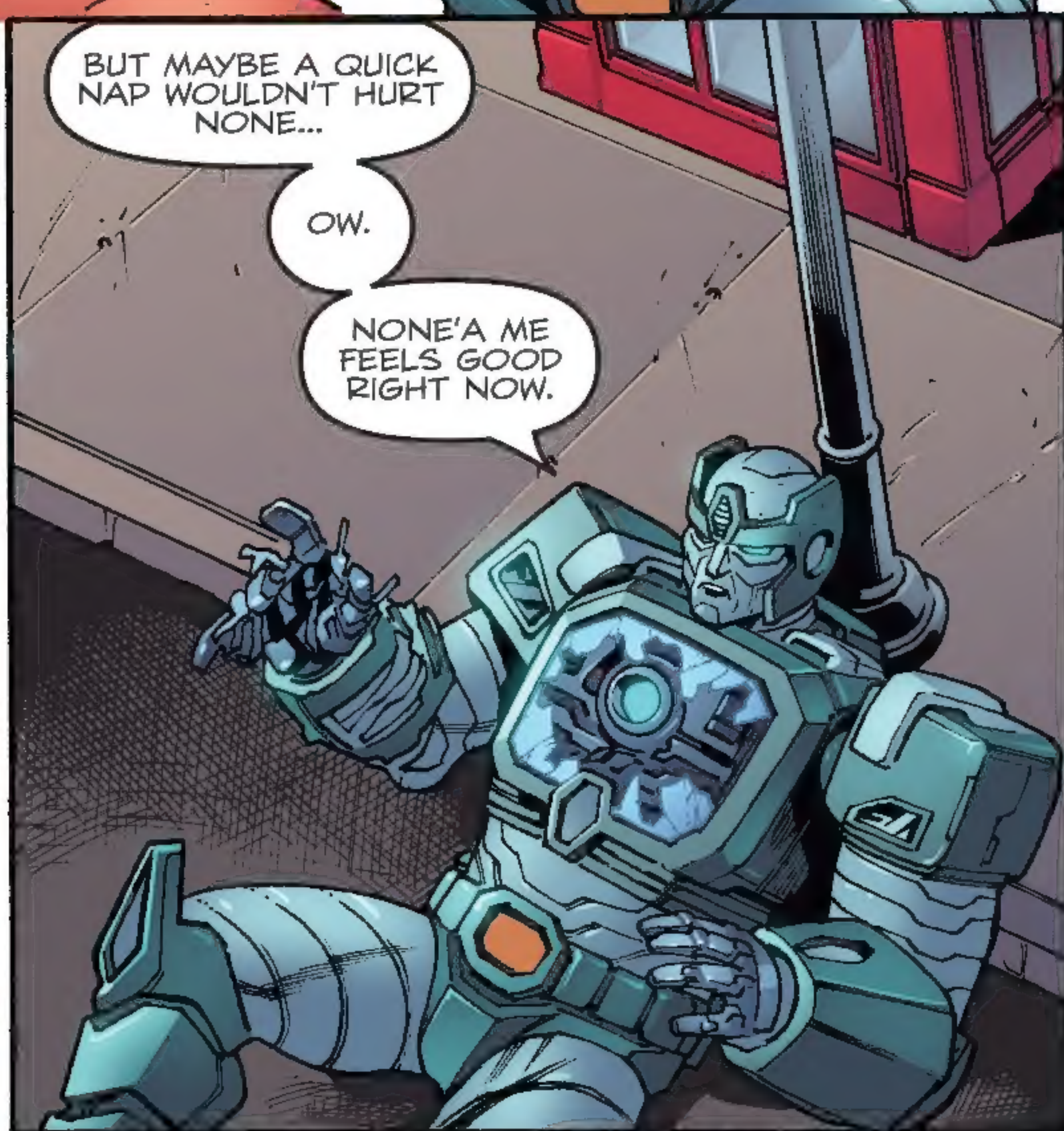
MANY HAVE TRIED. NONE HAVE SUCCEEDED.



I'VE FOUGHT BADDER AND BIGGER AND BETTER GUYS THAN HIM.

THAT TIME I FOUGHT TOE-TO-TOE WITH MONSTRUCTOR MAKES THIS LOOK LIKE TEA-TIME WITH THE FRICKIN' QUEEN.

THIS AIN'T NOTHING I HAVEN'T FACED BEFORE.



BUT MAYBE A QUICK NAP WOULDN'T HURT NONE...

OW.

NONE'A ME FEELS GOOD RIGHT NOW.



LOOKS LIKE SOMEONE COULD USE A TUNE-UP.

AH... CHAN, RIGHT? WHAT'RE YOU DOING HERE, KID?



I COULDN'T HELP BUT NOTICE YOU WERE HAVING A LITTLE TUSSELE OUT HERE. HECK, I THINK SCOTLAND COULD HEAR YOU GUYS FIGHTING.

YOU'RE TECHNICALLY PART OF THE ACTION MAN PROGRAMME NOW. WE'VE GOT YOUR BACK.

I'VE BROUGHT SOME ENHANCEMENTS AND SUCH FOR YOU. IT'S ALL COMPLICATED, THOUGH, I WON'T BORE YOU WITH THE DETAILS.

I DON'T NEED ENHANCEMENTS. MY BRAINS AND BODY HAVE BEEN SCRAMBLED OVER AND OVER BY FOLKS SAYING THEY'RE JUST TRYING TO HELP. I'M PERFECT JUST THE WAY I AM.

NOW, OUT OF MY... OW! OW!



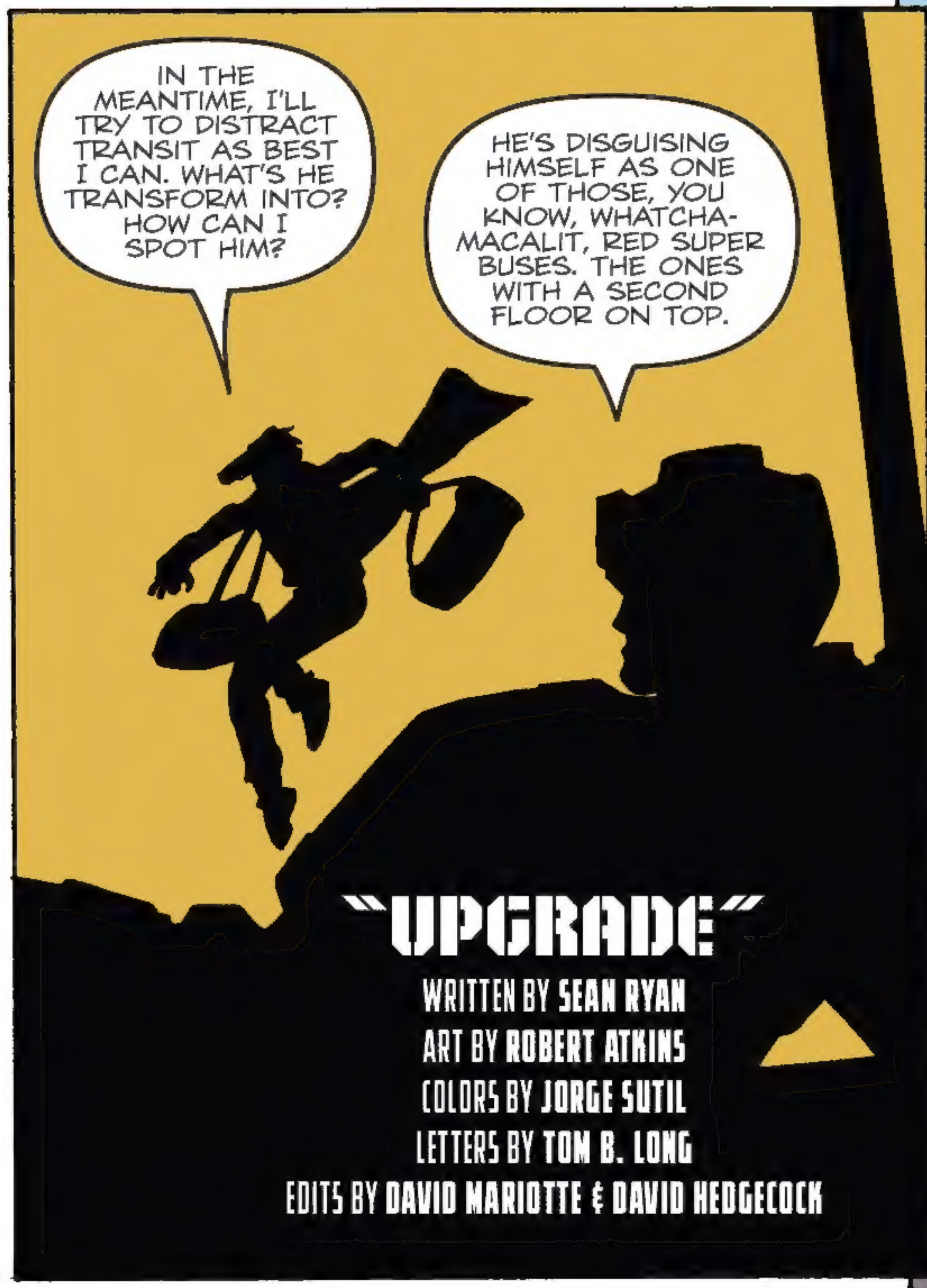
OW...

STAY STILL, KUP. THIS WILL ONLY TAKE A LITTLE WHILE.

I CAN GET YOU A JUICE BOX IF YOU WANT? WOULD KUP LIKE A JUICE BOX?



ALRIGHT, THAT SHOULD JUST ABOUT DO IT. IT SHOULD TAKE A FEW MINUTES FOR THE UPGRADES TO FULLY BECOME COMPATIBLE WITH THE REST OF YOUR SYSTEM.



IN THE MEANTIME, I'LL TRY TO DISTRACT TRANSIT AS BEST I CAN. WHAT'S HE TRANSFORM INTO? HOW CAN I SPOT HIM?

HE'S DISGUIISING HIMSELF AS ONE OF THOSE, YOU KNOW, WHATCHA-MACALIT, RED SUPER BUSES. THE ONES WITH A SECOND FLOOR ON TOP.

UPGRADE

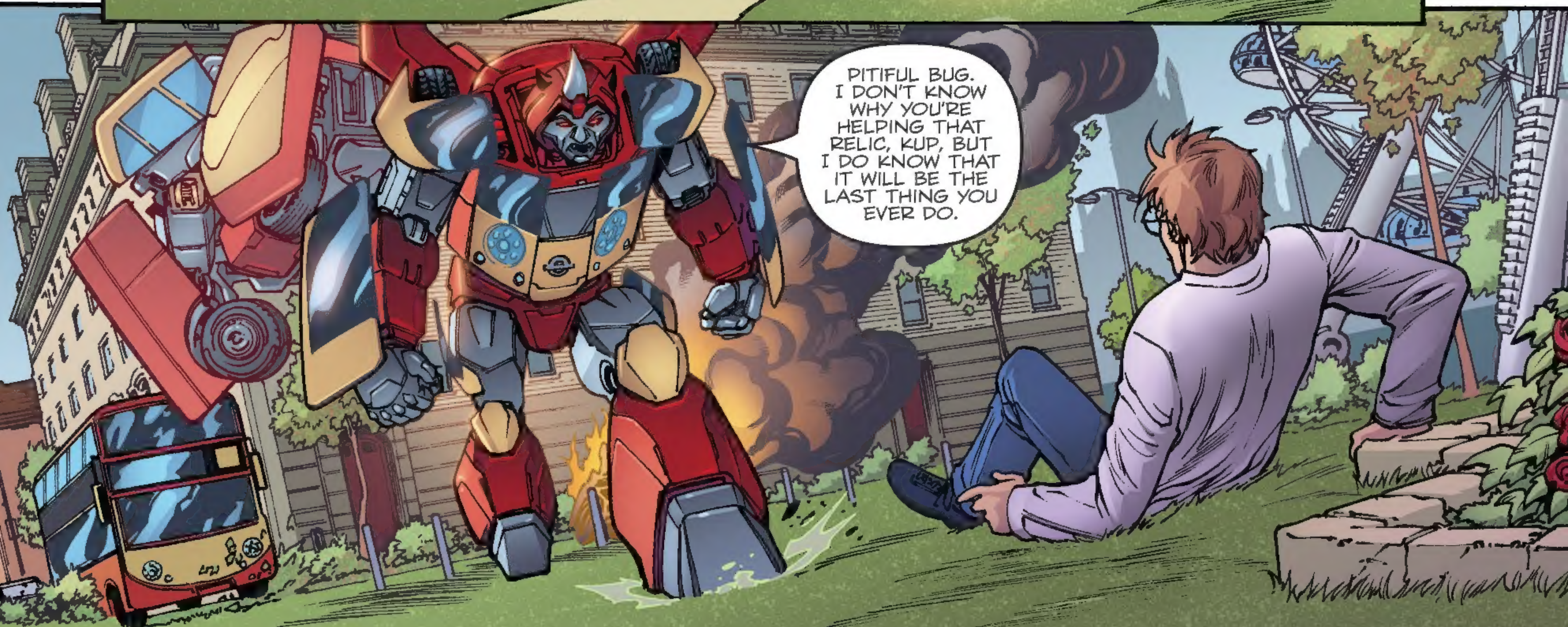
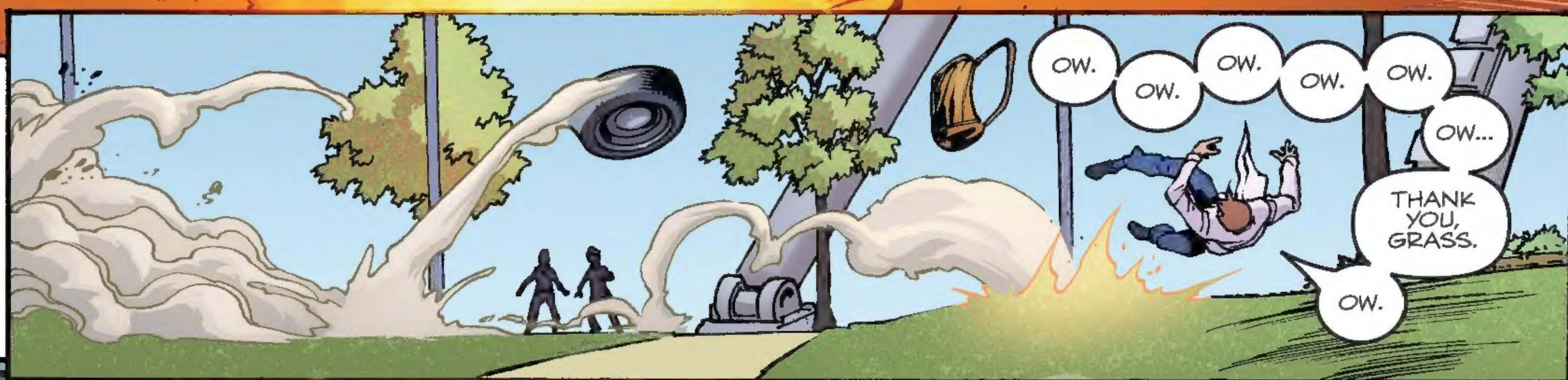
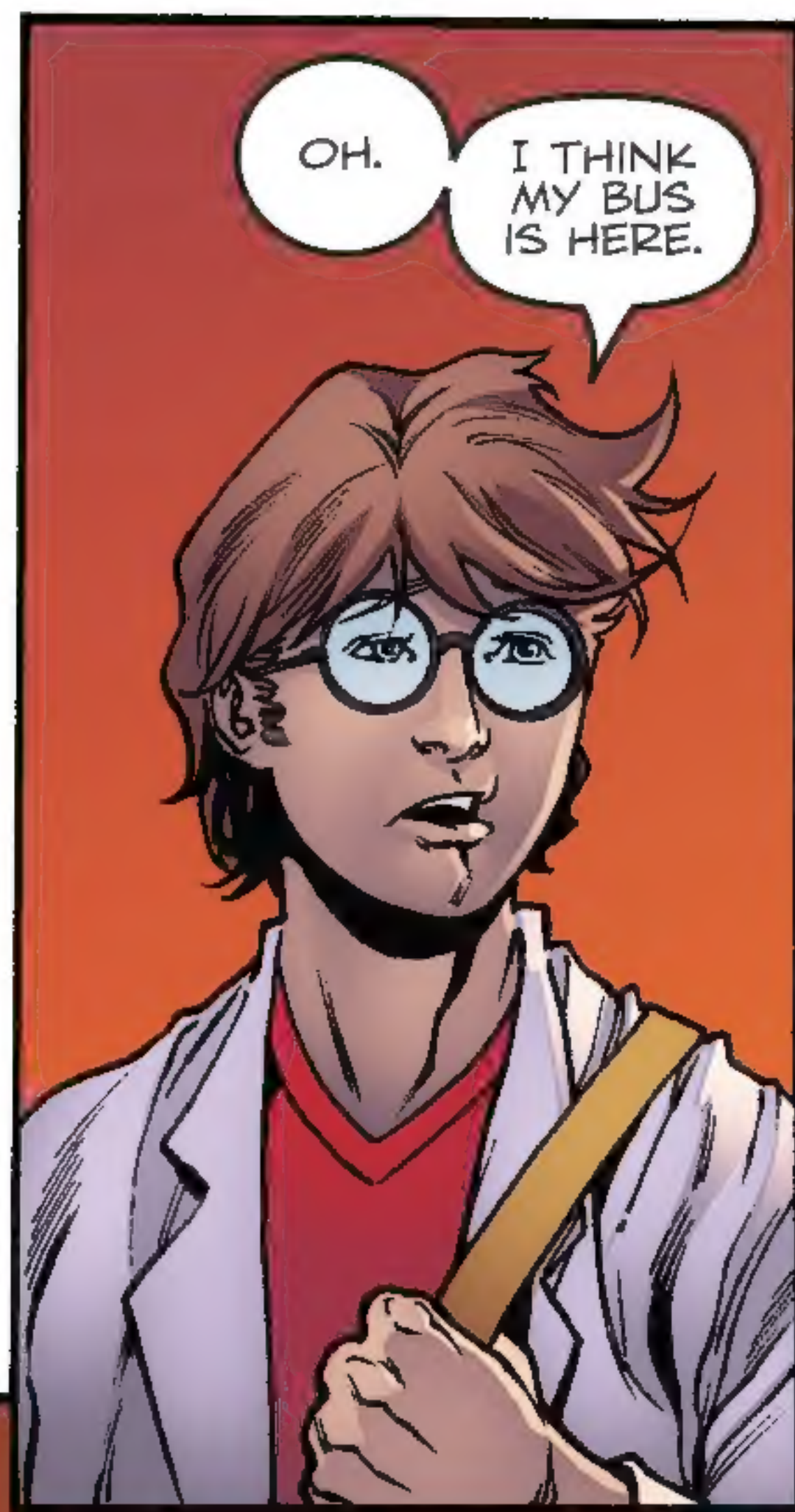
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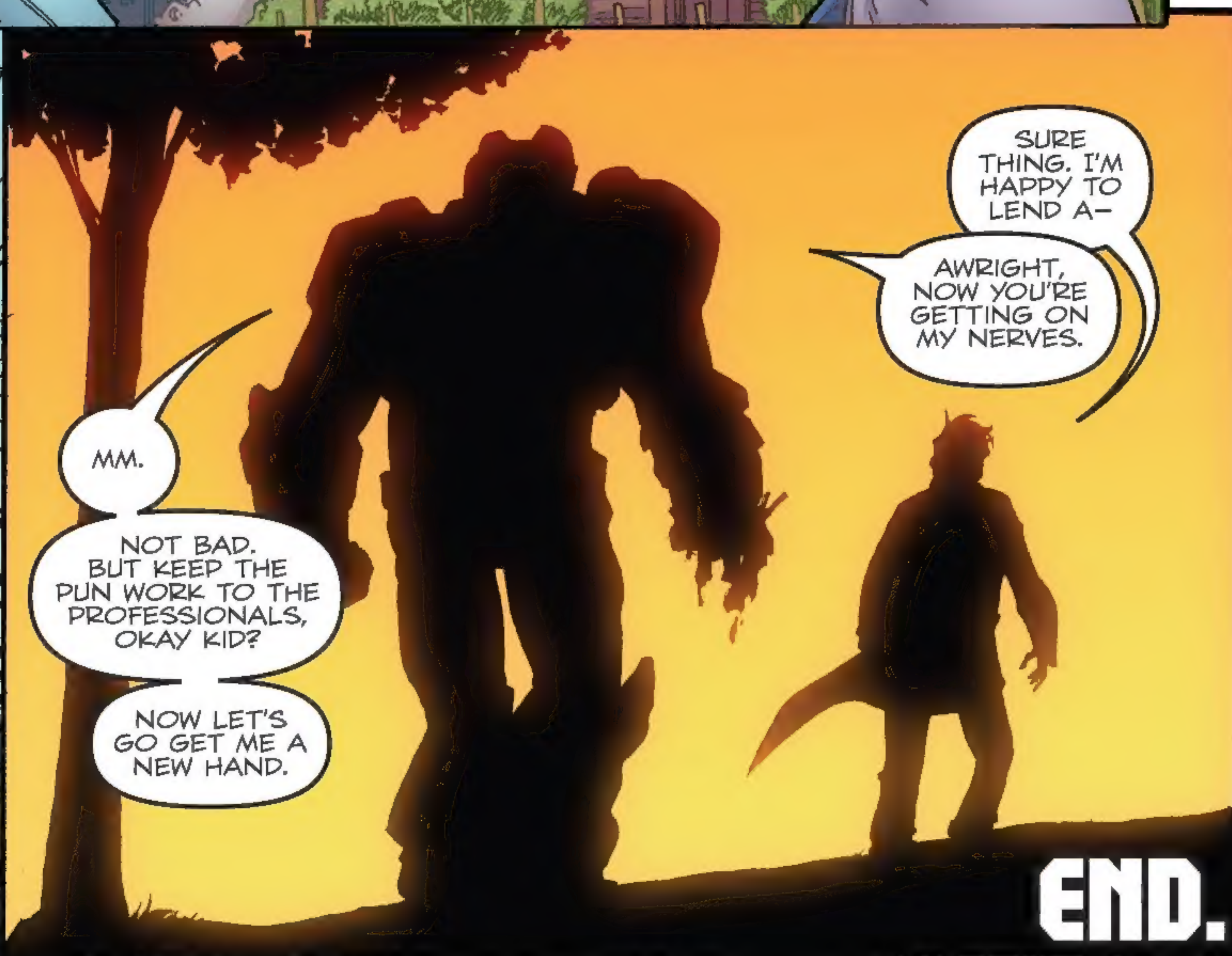
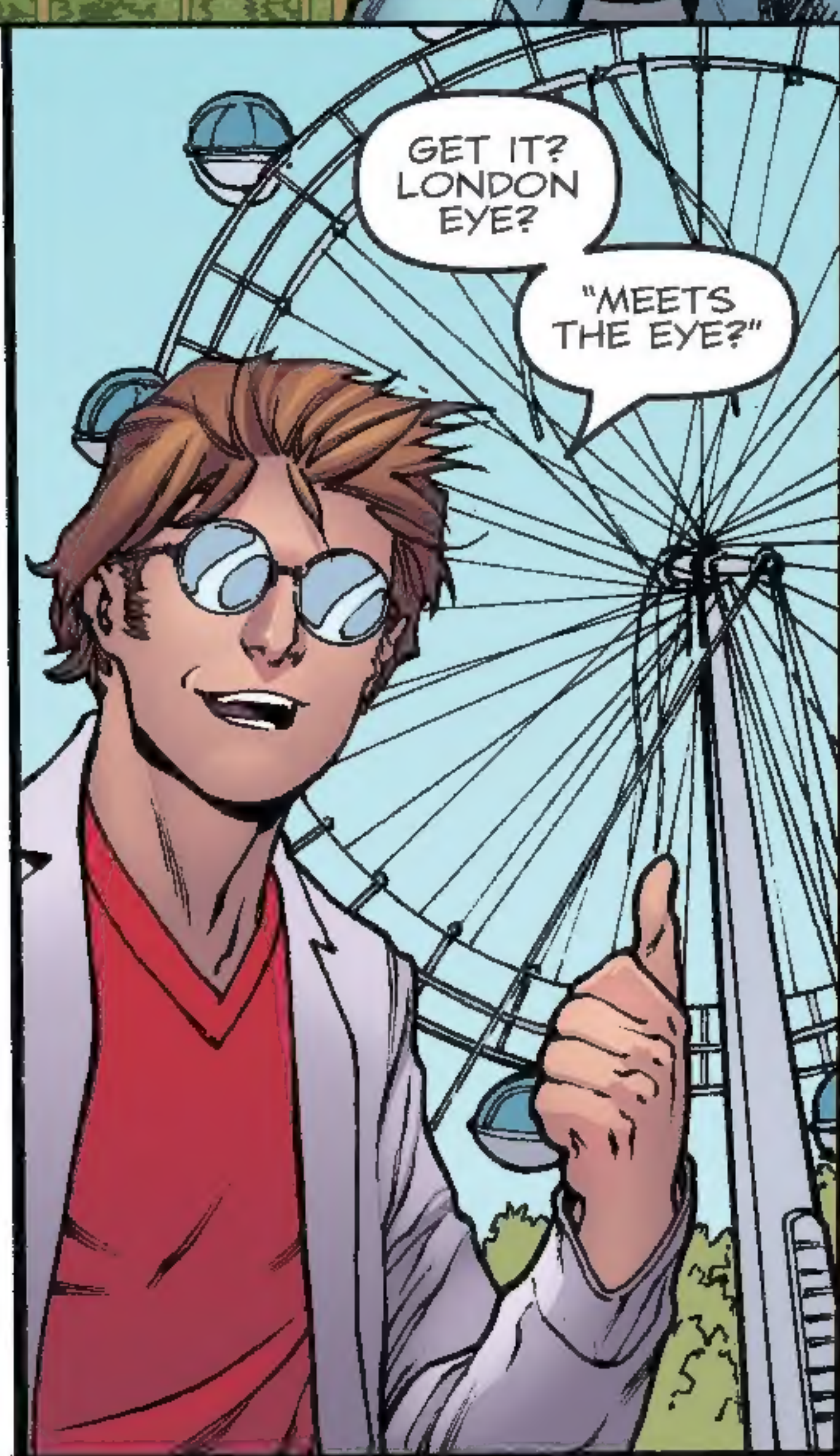
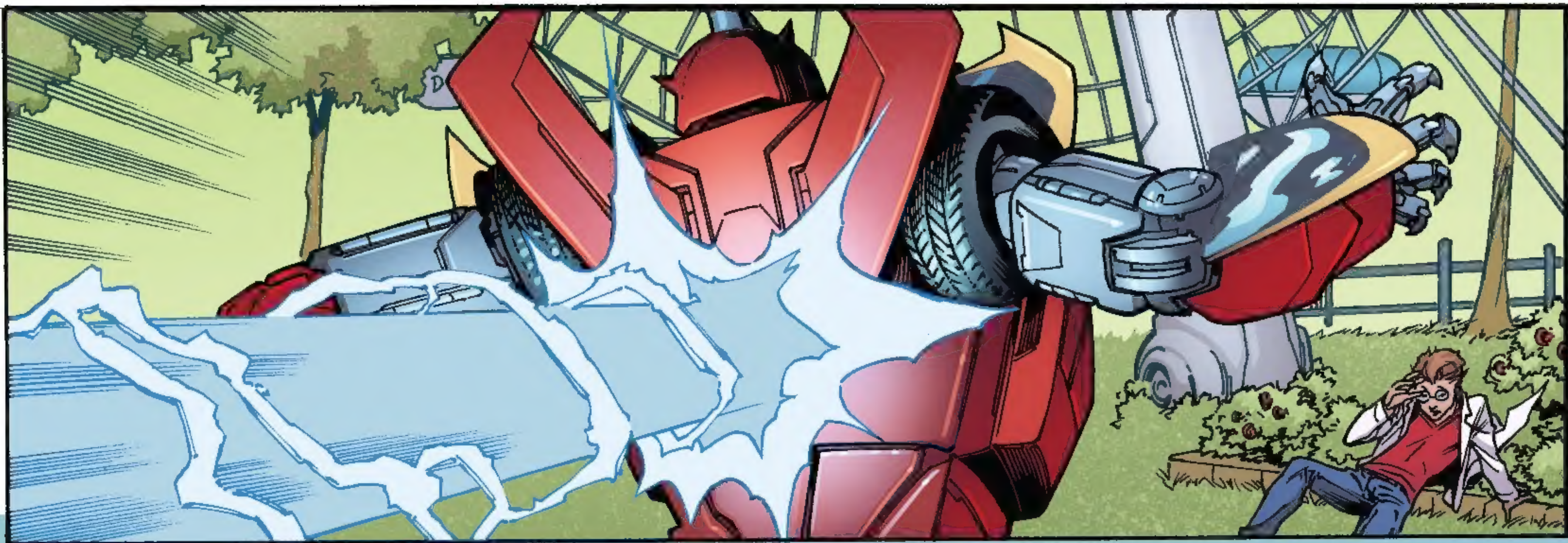


OH, A DOUBLE-DECKER BUS.

GREAT...

...THAT SHOULDN'T BE TOO DIFFICULT.





END.

ECLIPSE

Real name: Bradley Turner

Occupation: Counterintelligence operative, adventurer

Legal status: Citizen of the United States of America

Place of birth: Cleveland, Ohio

Marital status: Single

Known relatives: Unnamed parents

Group affiliation: Founding member of M.A.S.K.

Current base of operations: Miami, Florida

First appearance (historical): *M.A.S.K.* episode "The Deathstone"

First appearance (this continuity): *M.A.S.K. Revolution* one-shot

History: Brad was born and raised in a solid working-class community in Cleveland, Ohio in a small, but loving family situation. With both of his parents working multiple jobs to make ends meet, Brad spent most of his free time with his close friends who functioned as a surrogate family. Because of his "life of the party" attitude, he became popular, always finding someone to spend time with.

One of the reasons Brad was able to rise in any social scene was his uncanny ability to read people and make assessments about their character with stunning accuracy. Brad would then bend his behavior to manipulate his peers. In effect, he always got what he wanted from a situation.

Brad's early life was carefree until his father was injured in an industrial accident that caused significant nerve damage. Suddenly, as a teenager, Brad was forced to increase his responsibilities around the house and he soundly rejected the role. Brad's mother was depressed and disappointed in her son, but had to keep a roof over their heads.

Soon, the stress of the situation made Brad's mother sick, forcing Brad to take on a job in the midst of his high school years. He quickly grew angry from his belief that "his childhood was taken away" as he had to care for two infirm parents. This was not a situation where his charisma could fix everything.

Based on his extremely high standardized test scores, Brad attracted the attention of the armed forces, FBI and other government agencies looking to recruit talented students before they went off to college. Although it is known that Brad eventually became a member of the DEA (Drug Enforcement Administration), it is believed that Brad did contract assignments for the CIA—establishing a networking of underworld contacts around the globe to achieve his mission goals.

Considered by colleagues to be the "best liar they've ever met," Brad got the attention of General Miles Manheim for a top-secret strike force set up to deal with the Cybertronian threat on Earth. Although well-liked and trusted by the M.A.S.K. team, Matt Trakker strongly believes that Brad is working for an unnamed third party to keep a close eye on their activities.

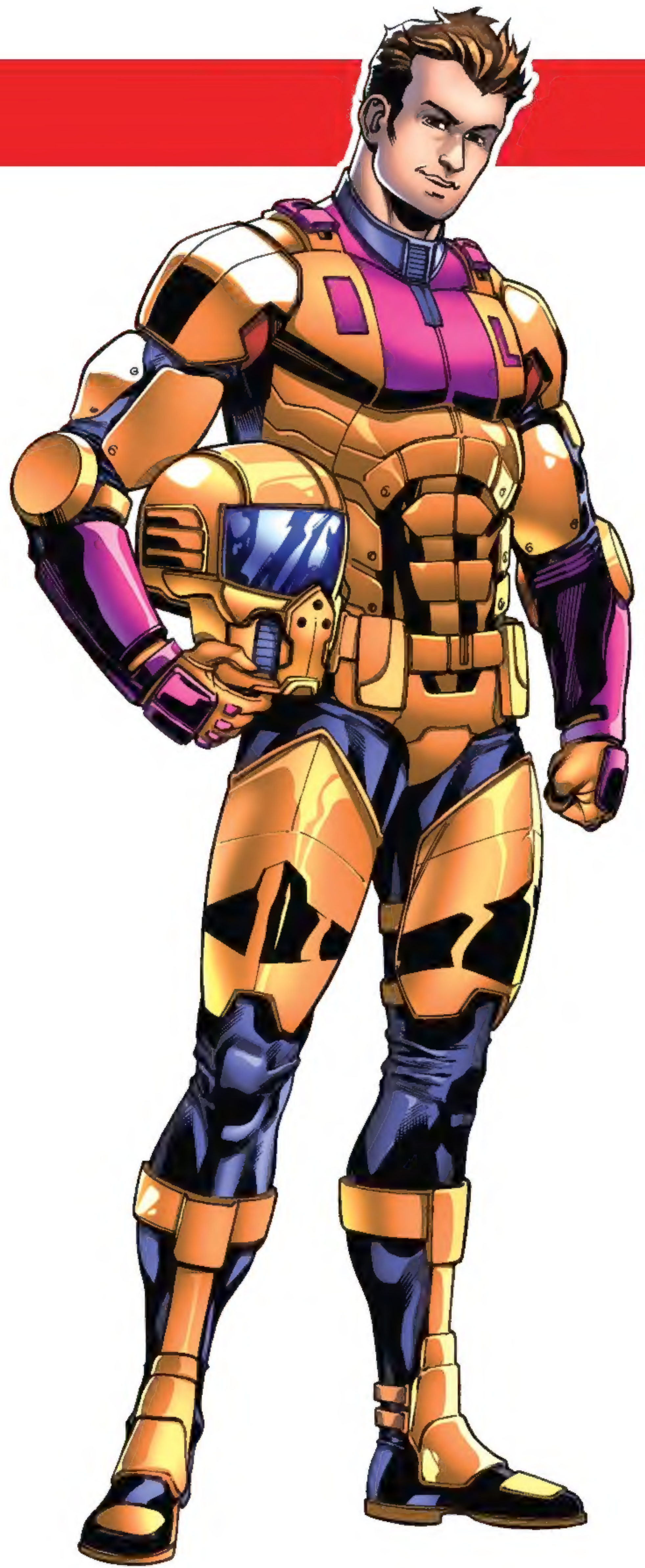
Height: 6'0"

Weight: 190 lbs

Eyes: Blue

Hair: Brown

Strength level: Brad possesses above-average strength and stamina from his years training for various intelligence agencies.



Unusual powers: Like all members of Mobile Armored Strike Kommand, Brad was granted a measure of "technopathy" (the ability to control and interface with cybernetic technology) by bonding with their weaponized helmets (a.k.a. "masks"). The technopathy is limited to the mask the wearer first bonds with and cannot be used independently.

Weapons: Brad's mask can project "hard light holograms" (HLH) to confuse and subdue enemies. The hard light holograms are emitted from a series of micro-projectors that ionize the air around the illusion, giving it a sense of depth and mass. Brad's mask operates similarly to Matt Trakker's Spectrum mask, but cannot tap into the energies of the electromagnetic band.

The HLHs cannot operate machines or hurt anyone, but they provide additional stealth and distractions in tense situations. Brad takes great pleasure in designing complicated HLHs to fool and prank his teammates.

Brad pilots a street racing motorcycle that coverts to a highly maneuverable helicopter. The motorcycle emits a black smokescreen that clings to the windshields or helmets of enemies. It also has high-caliber machine guns hidden on either side of the headlight. In helicopter mode, the vehicle is armed with magnetic bombs that release a corrosive acid that can dissolve most metallic armor.

MARISSA FAIREBORN

Real name: Marissa Faireborn (legally changed from Marissa Bishop)

Occupation: Currently unemployed

Legal status: Citizen of the United States with no criminal record

Place of birth: Newark, New Jersey

Marital status: Single

Known relatives: Claire Austin (mother), Dashiell Faireborn (a.k.a. Flint, father), aunt (name unrevealed), Howard Bishop (step-father), a second stepfather (name unrevealed)

Group affiliation: Former head of the Earth Defense Command, former agent of Skywatch

Current base of operations: Mobile

First appearance (historical): *Transformers* episode “Five Faces of Darkness, Part 3”

First appearance (this continuity): *Transformers: Robots in Disguise* (2012) #28

History: Growing up in New Jersey, Marissa Bishop was forced to take on many adult responsibilities at a young age, due to the actions (and inactions) of her alcoholic mother, Claire. At the age of 21, Claire Austin had dated Dashiell Faireborn, three years her junior. Claire was kicked out of Washburn University and moved to Newark, New Jersey to live with her sister. Dashiell followed, enrolling in Rutgers University, but the two soon broke up. Unbeknownst to Dashiell, Claire was pregnant with their child.

Claire married Howard Bishop and they raised her daughter, Marissa, to believe Howard was her father. After Claire and Howard divorced, Claire remarried—and teenage Marissa learned the truth about her parentage. She made no effort to contact her father, believing him dead. In reality, Dashiell had joined the elite G.I. Joe program (under the codename Flint) and—as was the G.I. Joe mandate at the time—faked his death.

Marissa was accepted to New York University and, in defiance of her mother, changed her last name to Faireborn. During Marissa’s freshman year, Megatron invaded Earth. Marissa—an anti-authoritarian protestor—was galvanized and she set her eye on a military career. Graduating with a bachelor’s degree in political science two years later, Marissa was recruited into the United Nations task force Skywatch, under the command of General Daniel Witwicky.

Skywatch was dedicated to building relations between Cybertronians and humans. When it was discovered that General Witwicky’s son, Spike—a hero of the Earth invasion—had made a deal to purchase Cybertronian technology, the Autobots destroyed Skywatch’s tech and returned home. Spike Witwicky fled, now a fugitive, and Skywatch reorganized into the Earth Defense Command, again ostensibly a U.N. organization (though the majority of funding and personnel were from the United States). General Witwicky remained in command, and Marissa soon rose to field commander.

Marissa and Gen. Witwicky were integral in brokering a deal when Galvatron and Soundwave returned to Earth. Together, the Decepticons and the E.D.C. built Sanctuary Station in orbit around Io, Jupiter’s moon. Meanwhile, Marissa forged a tumultuous friendship with the Decepticon expatriate Thundercracker, buying him a dog, Buster.

Marissa’s second-in-command, Ayana Jones, a former member of G.I. Joe, had served with Flint in Nanzhao. Jones informed Marissa her father was alive. Marissa and Flint met, but never formed a stable relationship.

Marissa led the E.D.C. mission that shot down Alpha Trion’s ship, capturing the Cybertronian sage. When Optimus Prime and his forces followed, Galvatron used the confusion to kill Gen. Witwicky, framing the Autobots. Marissa was promoted to overall commander of the E.D.C. and tracked Optimus’ forces—capturing Spike Witwicky while causing a diplomatic rift with the People’s Republic of China.



Galvatron invaded Earth and Optimus Prime stopped him, annexing Earth into Cybertron’s Council of Worlds. The President of the United States reorganized the E.D.C., bringing in a pardoned Spike Witwicky and ace Chinese pilot Zilong Qian as the representatives of the U.S. and China, respectively. Nevertheless, the E.D.C. was still deemed ineffective—though Faireborn did recover Cybertronian sleeper agent Garrison Blackrock and the Decepticon Skywarp—and G.I. Joe subsumed the organization.

Faireborn became White House liaison, and after saving the President from an attack by alien Dire Wraiths (with help from Thundercracker), Faireborn resigned her commission.

Height: 5’7”

Weight: 145 lbs

Eyes: Brown

Hair: Brown

Strength level: Marissa Faireborn possesses above-average strength for a woman of her size and build, as well as strong agility and fighting prowess.

Unusual powers: Faireborn is extremely intelligent, though operating within baseline human parameters.

Weapons: Faireborn is qualified in all NATO weapons, as well as all E.D.C. and Skywatch equipment. She is an excellent markswoman.

GRAND SLAM

Real name: James J. Barney

Occupation: Sergeant E-5, U.S. Army

Legal status: Citizen of the United States of America

Place of birth: Chippewa Falls, Wisconsin

Marital status: Single

Known relatives: None

Group affiliation: G.I. Joe

Current base of operations: Lemuria

First appearance (historical): *G.I. Joe* (1982) #11

First appearance (this continuity): *G.I. Joe: Origins* #7

History: Unlike most future members of G.I. Joe, young James J. Barney wasn't particularly interested in athletic or even military pursuits. Instead, while growing up in Chippewa Falls, Barney became obsessed with science fiction and comic books, especially with the otherworldly technology used by his favorite heroes. Barney dreamed of combat lasers and jetpacks, but in the absence of such technology in the real world, he gravitated toward studying the history of weapons and artillery.

Barney found the military through a fascination with the tools of war. He continued his study of artillery as a member of the United States Army, eventually graduating from Special Weapons School, Artillery School and Advanced Tech School. His skill at manning and even developing his own artillery—as well as his uncanny ability to plot trajectories—led to Barney earning a spot on the G.I. Joe roster with the codename Grand Slam.

On one of his earliest missions, however, Grand Slam was struck in the head by a sniper's bullet, one that if it had been even a millimeter off in any direction, would have ended his life immediately. But miraculously, after being carried from the battlefield by Rock 'N' Roll, Grand Slam was able to make a full recovery and remain a part of the G.I. Joe team.

While waiting to be cleared for combat once again, Grand Slam was assigned to the Bikini Atoll Earth Defense Command facility, with the hopes that his expertise in electronics would aid the EDC's efforts to unlock the awesome power of their Cybertronian guest, the Decepticon known as Skywarp. Though Grand Slam was unable to repair Skywarp's teleportation functionality, he was able to discern the inner workings of Cybertronian laser weaponry, knowledge he used to fashion himself a laser rifle.

When the facility was taken over by Dire Wraiths, Grand Slam locked himself up with Skywarp, and the two were later found by his fellow G.I. Joe member, Rock 'N' Roll. Due to the pressures of the situation, however, and both men's unwillingness to believe that the other was not a Dire Wraith imposter, Grand Slam was shot by Rock 'N' Roll. Though Grand Slam survived the encounter, he was not as lucky as he was before, as the attack left him paralyzed from the waist down. He still prides himself on his value to the G.I. Joe team, however, transitioning into the role of weapons designer, outfitting the entire team with laser munitions, based upon those used by Skywarp and other Transformers.

Height: 5'10"

Weight: 190 lbs

Eyes: Blue

Hair: Brown



Strength level: Grand Slam possesses the upper body strength and endurance of an adult man who engages in regular, intensive exercise and personal training, but his lower body is completely paralyzed from the waist down.

Unusual powers: In the brave new world in which the G.I. Joe team find themselves—one swarming with aliens and their otherworldly weaponry—Grand Slam has proven himself invaluable with his self-taught knowledge of Cybertronian technology.

Weapons: Grand Slam is proficient in all standard Army weaponry, but is particularly fond of the laser munitions that he adapted and refined for human usage. Additionally, he also makes use of a customized all-terrain wheelchair that he is constantly tweaking and upgrading.

GRIMLOCK

Real name: Grimlock

Occupation: Scavenger

Legal status: Citizen of Cybertron;
wanted for questioning

Place of birth: Unknown location on Cybertron

Marital status: Single

Known relatives: None

Group affiliation: The Scavengers; former leader of the
Dynobots; former member of the
Primal Vanguard

Current base of operations: The starship *Weak Anthropic Principle*

First appearance (historical): *Transformers* episode "S.O.S. Dinobots"

First appearance (this continuity): *Spotlight: Shockwave*

History: Despite being a military 'bot before the great war, Grimlock has had a problem with authority since he was forged. As a member of the Primal Vanguard, Grimlock served under Nominus Prime, though he frequently wound up in the brig.

Eventually, he and fellow Vanguard members Slag (later renamed Slug), Snarl, Sludge, Swoop, and Skar formed a commando unit called the Dynobots. Attacked by creatures mutated by contaminated energon under the Toraxxis Plains of Cybertron, Grimlock and the other Dynobots used an experimental procedure created by Skar to scan their attackers and convert to monstrous alt-modes. Unfortunately, these alt-modes—affected by the contaminated energon—induced uncontrollable rage. Lashing out, Grimlock killed Skar while the others escaped.

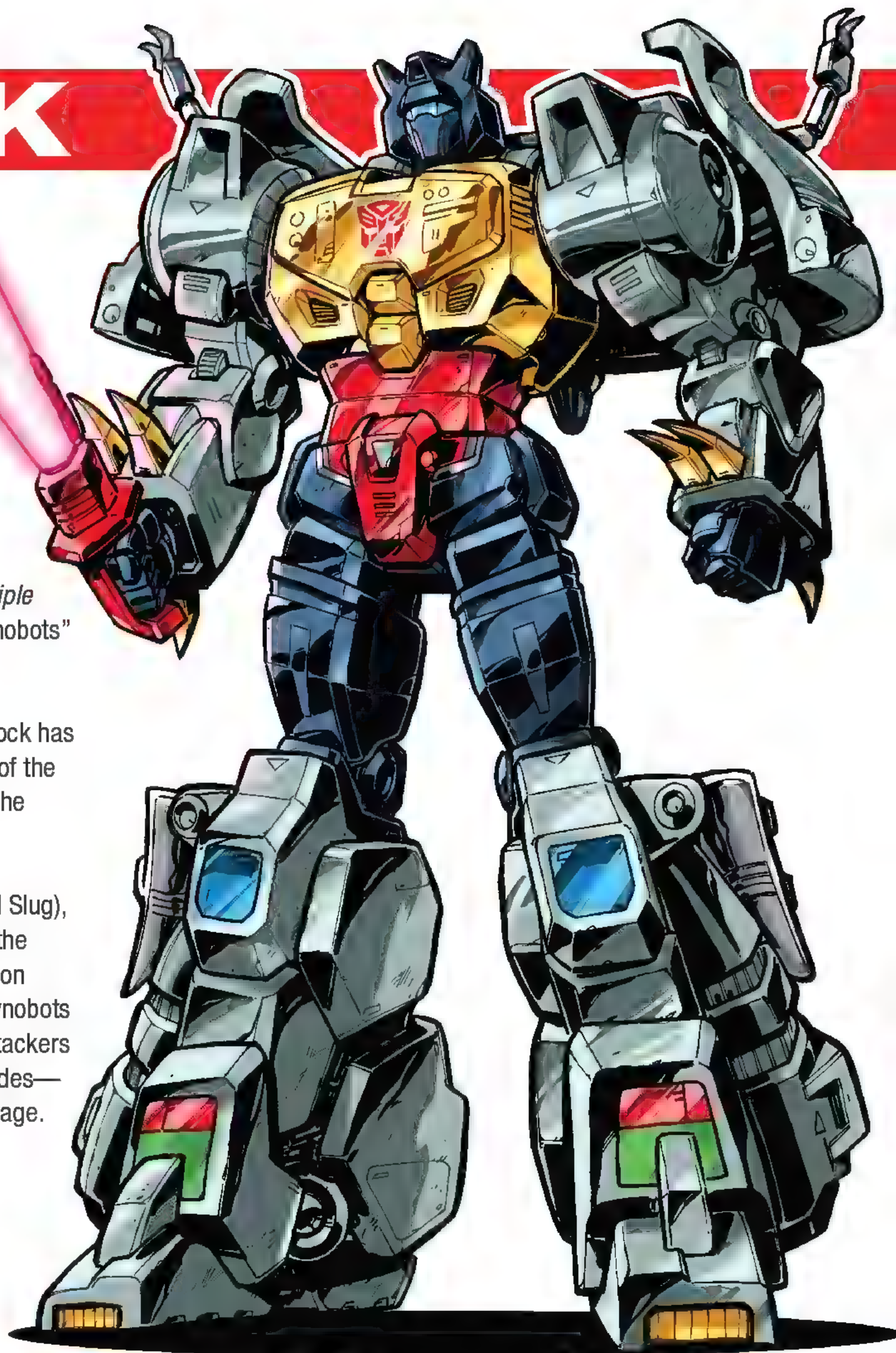
Wracked by guilt, Grimlock became a gladiator, fighting other Cybertronians in the Pits. Joined by the surviving Dynobots, Grimlock spiraled toward self-destruction, until Optimus Prime called for assistance against Megatron and his Decepticons. Thus began an uneasy relationship between the Dynobots and the Autobots. Eventually confronting the predators under Toraxxis, the Dynobots were evidently cured of their bestial alt-modes (though some of the other members were in fact not cured; it is unknown if Grimlock was among them).

As the war progressed, the Dynobots became one of the most dangerous and feared Autobot commando teams; however Grimlock's resentment toward authority frequently led him astray—for a time, he even joined the Decepticons.

Eventually—near the end of Earth's most recent Ice Age—the Dynobots disobeyed Optimus Prime's orders and tracked the Decepticon Shockwave to Earth, taking new bestial forms (including synthetic flesh) mimicking the dinosaurs from an earlier age. They confronted Shockwave, and all were caught in a volcano eruption where they remained until the early 21st century.

Recovered by Skywatch (then an American governmental alien-hunting organization) and manipulated first by the human terrorist organization The Machination and the Decepticon Scorponok, Grimlock defeated his aggressors—only to be arrested by the Autobot Ultra Magnus. Taking full responsibility for the Dynobots' actions, Grimlock was taken to the prison world of Garrus-9, while his teammates—who, like Grimlock, maintained the now-all-metal dinosaur alt-modes—returned to Cybertron and became known as the Dinobots.

Grimlock, meanwhile, vanished from Garrus-9 after the Decepticon called Overlord invaded. Soon, after the end of the Autobot-Decepticon war, Grimlock—in a stasis tube inside a crashed Decepticon spacecraft—was discovered by a group of former Decepticons called



the Scavengers. Grimlock appeared to be suffering from an unknown type of neocortical damage, leaving him unable to speak or behave like his former self. The Scavengers continue to look after Grimlock, who has shown mysterious flashes of language ability.

Height: 38'

Weight: 24 tons

Eyes: Red

Hair: None

Strength level: Grimlock is what is known as a point-one-percenter, meaning he possesses the absolute top-level strength and endurance possible for a Cybertronian (short of a Combiner, a Titan, or possibly Omega Supreme).

Unusual powers: Grimlock possesses the normal Cybertronian ability to change forms between "robot" and "alt-mode." His original alt-mode was a tank, but the deliberate mutation under Toraxxis generated a monstrous alt-mode. This bestial form is mirrored by his current one, based on a Tyrannosaurus Rex. In this alt-mode, Grimlock has the ability to breathe fire.

Weapons: Grimlock was, prior to his neocortical damage, a master in all known Cybertronian ranged and melee weapons. He frequently has demonstrated a preference for using a flaming sword in combat.

GULLIVER

Real name: Julio Lopez

Occupation: Medical field operative, adventurer

Legal status: Citizen of the United States of America

Place of birth: Bronx, New York

Marital status: Single

Known relatives: Jose Lopez (Father), Maya Lopez (Mother, deceased), unnamed siblings

Group affiliation: M.A.S.K.

Current base of operations: Miami, Florida

First appearance (historical): *M.A.S.K.* episode "Follow the Rainbow"

First appearance (this continuity): *M.A.S.K. Revolution one-shot*

History: Raised in a loving family, Julio was a good kid who had dreams of becoming a doctor at a very young age. As a result, his parents focused their efforts on giving Julio the ideal environment so he could foster his intellectual talents and ease him along on the tough road to becoming a medical doctor.

All went well until Julio discovered heavy metal music and wanted to pursue a career as a lead singer and guitarist in his band, "Cold Crawlers." Upon hearing the news, Julio's father was appalled and threatened to disown him unless he continued on his path through medical school. Undaunted, Julio would perform at night and attend school during the day, but consequently, his grades dropped to the point where he was kicked out of his medical program.

Julio's mother's health had been deteriorating and when she learned of Julio's academic status, she sank into a deep depression and later died because of a variety of medical problems. After his mother passed, Julio worked hard to assist underprivileged communities who lacked proper medical access. During this time, Julio crossed paths with Matt Trakker and the two became close friends.

When Trakker was recruited for the M.A.S.K. team, he made a suggestion for Manheim to include Julio because of his medical gifts. Julio is by nature an optimist who always looks for a solution to problems. Julio is the heart and soul of M.A.S.K. and has a great level of compassion for anyone in need of assistance.

Height: 6'0"

Weight: 190 lbs

Eyes: Brown

Hair: Black

Strength level: Julio possesses the average strength, speed and agility of a man of his age who engages in regular exercise.

Unusual powers: Like all members of Mobile Armored Strike Kommand, Julio was granted a measure of "technopathy" (the ability to control and interface with cybernetic technology) by bonding with their weaponized helmets (a.k.a. "masks"). The technopathy is limited to the mask the wearer first bonds with and cannot be used independently.

Weapons: Julio's mask taps into an inter-dimensional energy matrix that allows for size-manipulation of various forms of matter. Not much is known about this energy or how it interfaces with the mask but the primary limitation is how long the energy field can shift the size of the target object. What makes Julio's mask unique is that it can affect both organic and inorganic material. Julio is strongly reluctant to use the mask's energy on living beings.



Julio pilots an all-terrain armored SUV/Range Rover-style vehicle that converts into a hover tank. The back half of the SUV is a mobile medical station that also houses a mini-communications center. The SUV mode is primarily a defensive vehicle with thick armor plating and bulletproof windows and tires. The hover tank is equipped with a massive cannon capable of launching large caliber shells that function as an anti-aircraft/anti-tank offensive weapon.

GUNG-HO

Real name: Etienne R. LaFitte

Occupation: Sergeant E-5, U.S. Marine Corps

Legal status: Citizen of the United States of America

Place of birth: Fer-de-Lance, Louisiana

Marital status: Single

Known relatives: Unknown

Group affiliation: G.I. Joe

Current base of operations: *Lemuria*

First appearance (historical): *G.I. Joe* (1982) #11

First appearance (this continuity): *G.I. Joe* (2011) #15

History: Etienne R. LaFitte was born deep in the Louisiana bayou, one of nine children and part of a sprawling Cajun family. Always big and strong for his age, LaFitte delighted in his time spent in the swampy backwoods of Louisiana. His childhood was one spent cutting a path through the wilderness, catching raccoons, getting into fistfights with his family and friends, then reconciling over drinks immediately afterward.

At the age of 16, having taken and passed the GED, LaFitte dropped out of high school, figuring he'd learned more from his time in the Bayou anyway. He then packed up the few belongings he had—mostly knives, vests and his omnipresent hats—and moved to New Orleans.

LaFitte's unique talents and skills didn't readily translate to life in the big city, so he soon found himself falling back on the things that had never failed him: His two fists and cold, hard steel. Despite his tender age, he became a renowned bare-knuckle boxer and knife fighter, but at the age of 18, he realized that there had to be something more than beating the tar out of people in dark alleys and basements. He promptly signed up for the United States Marine Corps, which was thrilled to have someone of his size, strength and intestinal fortitude.

LaFitte was a standout at Marine Corps Recruit Depot Parris Island, excelling in recon training, jungle warfare and heavy ordnance, though his personal favorite discipline remained hand-to-hand combat. Whether called a jarhead, Roughneck or simply a Marine, LaFitte took an extreme amount of pride in his membership in that new clan, the United States Marine Corps, leading him to get his signature USMC tattoo emblazoned on his chest.

Despite his pride in being part of the Marines, LaFitte was intrigued when offered an opportunity to join a new fighting force, a group of the most elite soldiers from all branches of the United States armed forces. LaFitte readily accepted the invitation to join G.I. Joe, where he was given the codename Gung-Ho, due to his ready-to-go attitude and stalwart demeanor on the battlefield.

Height: 6'1"

Weight: 251 lbs

Eyes: Brown

Hair: Black

Strength level: Gung-Ho possesses the strength of an adult man who engages in regular, intensive exercise and personal training, but his endurance is something else entirely, a seemingly bottomless reserve of energy and stamina.



Unusual powers: While not the strongest, smartest or the most well-trained in hand-to-hand combat, Gung-Ho is easily one of the G.I. Joe team's most formidable combatants due almost entirely to one thing: His profound toughness. Gung-Ho is capable of shrugging off attacks, injuries and exhaustion that would put a normal soldier down for the count.

Weapons: Gung-Ho is proficient in all standard Marine weaponry, but whenever possible prefers to use his trusty trench knife and his massive, callused fists. In particularly dire situations, he's been known to rely on a pair of custom-fitted energy knuckles.

HELIX

Real name: Classified

Occupation: Alpha Level G.I. Joe operative

Legal status: Citizen of the United States of America

Place of birth: Classified

Marital status: Single

Known relatives: Classified

Group affiliation: G.I. Joe

Current base of operations: *Lemuria*

First appearance: *G.I. Joe Special: Helix #1*

History: Unlike the rest of the G.I. Joe team, Helix is not and has never been a member of the military. She is a civilian, brought into the organization by General Hawk, who has kept the vast majority of her past and background under lock and key.

Helix was specifically targeted and recruited by Hawk due to a rare ability known as "Total Organic Battlefield Awareness," which allows her to look at combat situations with an uncanny clarity of vision.

Though the specifics of her background remain classified, it is clear that Helix's life prior to joining G.I. Joe was a fascinating one. We can make this assumption based on her Olympic-level gymnastic ability, as well as her mastery of multiple martial arts. But while for any other combatant, these skills would take years, decades even to hone, Helix's T.O.B.A. means that she could have very well achieved her profound level of expertise in a matter of weeks.

Initially, her G.I. Joe teammates kept Helix at a distance, due not only to her impressive, disconcerting abilities, but also to the fact that she, unlike them, was a civilian. Over time, however, and after numerous exemplary performances in the field, Helix was welcomed into the G.I. Joe team as an indispensable asset.

Height: 5'7"

Weight: 135 lbs

Eyes: Blue

Hair: Blonde with black streaks

Strength level: Helix possesses the strength and endurance of an Olympic class gymnast who engages in intensive exercise and personal training.

Unusual powers: Helix is unique among all of the members of G.I. Joe due to her "Total Organic Battlefield Awareness." This peculiar skill manifests itself in Helix's ability to read situations as data sets and instantly analyze them, giving her a perpetual upper hand in any combat situation. Not only can she use her T.O.B.A. to make flawless tactical decisions, but it has also rendered her able to pick up and master various martial arts styles in shockingly short amounts of time.

Weapons: While Helix's most impressive combat abilities center around her T.O.B.A. and mastery of multiple martial arts, she is also proficient in handguns, specifically her dual 10mm autopistols..



ICE QUEEN

Real name: Vanessa Warfield

Occupation: Criminal Profiler, mercenary

Legal status: Citizen of the United States of America

Place of birth: Anchorage, Alaska

Marital status: Divorced

Known relatives: Unnamed ex-husband, Patty (mother), Henry (father), three older siblings (unnamed)

Group affiliation: Founding member of M.A.S.K.; current first officer of V.E.N.O.M.

Current base of operations: Mobile

First appearance (historical): *M.A.S.K.* episode "The Star Chariot"

First appearance (this continuity): *M.A.S.K. Revolution* one-shot

History: Vanessa was born into a lower-class family on the outskirts of Anchorage, Alaska. At a young age, her family moved to St. Louis, where Vanessa began school. She quickly developed a social life, which was dropped upon her family's move back to Alaska, to the town of Glacier View.

Vanessa was the youngest of her siblings and most of them had their own social circles and jobs, which left Vanessa alone for much of her adolescence. Determined to rise above her circumstances, Vanessa devoted herself to her academic studies and became the best student in the entire region.

Vanessa had two hobbies: she loved to read her mother's trashy "true crime" magazines filled with lurid stories and unsolved murder mysteries. This sparked a fascination with the darker side of reality. Her other hobby was exploring the Alaskan wilderness alone. Vanessa grew adept at survival strategies in the harshest of environments.

Vanessa graduated high school and attended Stanford University on a full academic scholarship. Majoring in psychology and criminal justice, Vanessa was the darling of the liberal arts department and her reputation was so renowned that local investigators sought her aid in developing a profile for a serial killer called "The Seventh Day Killer"—a murderer who stalked his victims only on Sundays.

Once the slasher was captured via Vanessa's criminal profile, she was immediately recruited into the FBI and assigned to track down the top five serial killers in the nation. After several years of an intense investigation, Vanessa personally captured the "Northwoods Murderer"—a killer of young blonde children.

When Vanessa interviewed the Northwoods Murderer, she became obsessed with his descent into darkness and the intricate details of his torture/murder of his victims. Something snapped within Vanessa, after this, she was only interested in breaking down the human psyche by any means necessary—even illegal methods of chemical experimentation.

When Miles Mayhem began to look for pilots for the M.A.S.K. program, he wanted to add someone with a psychological background for the sake of designing psychological warfare campaigns and someone to aid in his plans of manipulation and interrogation. Vanessa was the perfect candidate.

Vanessa projects a quiet, bookish demeanor until she is challenged—at that point she reveals her true nature: dark, powerful, psychologically cruel and fiercely intelligent. Vanessa is incredibly dangerous and has few peers in M.A.S.K. and V.E.N.O.M.

Height: 5'9"

Weight: 135 lbs

Eyes: Blue

Hair: Red with a black streak



Strength level: Vanessa possesses above-average strength, stamina and agility. From her years exploring the tundra of Alaska and her FBI training, Vanessa has incredible resistance to extreme cold and fatigue. She is capable of long-term survival in almost any environment.

Unusual powers: Like all members of Mobile Armored Strike Kommand, Vanessa was granted a measure of "technopathy" (the ability to control and interface with cybernetic technology) by bonding with their weaponized helmets (a.k.a. "masks"). The technopathy is limited to the mask the wearer first bonds with and cannot be used independently.

Weapons: Vanessa's mask projects an intense vortex of sub-zero cold that can freeze a human being solid in a matter of minutes and disrupt most electronic systems (both terran and Cybertronian). Vanessa can control the level of coldness from a mild breeze to an icy beam that can render solid steel brittle as glass. The sole weakness of the mask is that prolonged use can kill the nerve endings in the user—Vanessa is careful when activating the mask's offensive abilities to short bursts.

Vanessa pilots a NISSAN ZX-style sports car that coverts to a high-speed hovercraft. The sports car is all about speed and evasion. Vanessa's car is notoriously hard to hit and she uses speed as an offensive and defensive tactic. The sports car is equipped with cold beam projectors Vanessa can use to amplify her ice vortexes. The hovercraft mode allows Vanessa to use her mask abilities without compromising the power grid of the vehicle. The hovercraft is also a perfect machine to transport weapons and another passenger.

JAZZ

Real name: Jazz

Occupation: Autobot

Legal status: Citizen of Cybertron with no criminal record

Place of birth: The Staniz region of Cybertron

Marital status: Single

Known relatives: None

Group affiliation: Autobot

Current base of operations: Autobot City, Earth

First appearance (historical): *Transformers* (1984) #1

First appearance (this continuity): *Transformers: Infiltration* #3

History: Jazz's earliest memory is hearing a magna march in his hometown in Cybertron's northern region. Enchanted by the music, Jazz would take as his name the descriptive term for Cybertron's harmolodic musical forms and spend much of the rest of his life learning about music, both on Cybertron and on alien worlds.

Jazz began playing Aghartan electro-bass and hoped to make a living at it—however, the rising tensions on Cybertron including the clampdown on popular culture and the beginning of the Decepticon movement—quashed Jazz's dreams. Jazz moved to Kaon seeking work in the Security Services, where he worked under Prowl.

When war broke out, Jazz joined Optimus Prime's Autobot forces and proved himself in battle, rescuing Tracks from certain death. Jazz's heroism and ability to improvise and adapt to battlefield surroundings made him a key ally—and friend—to Optimus.

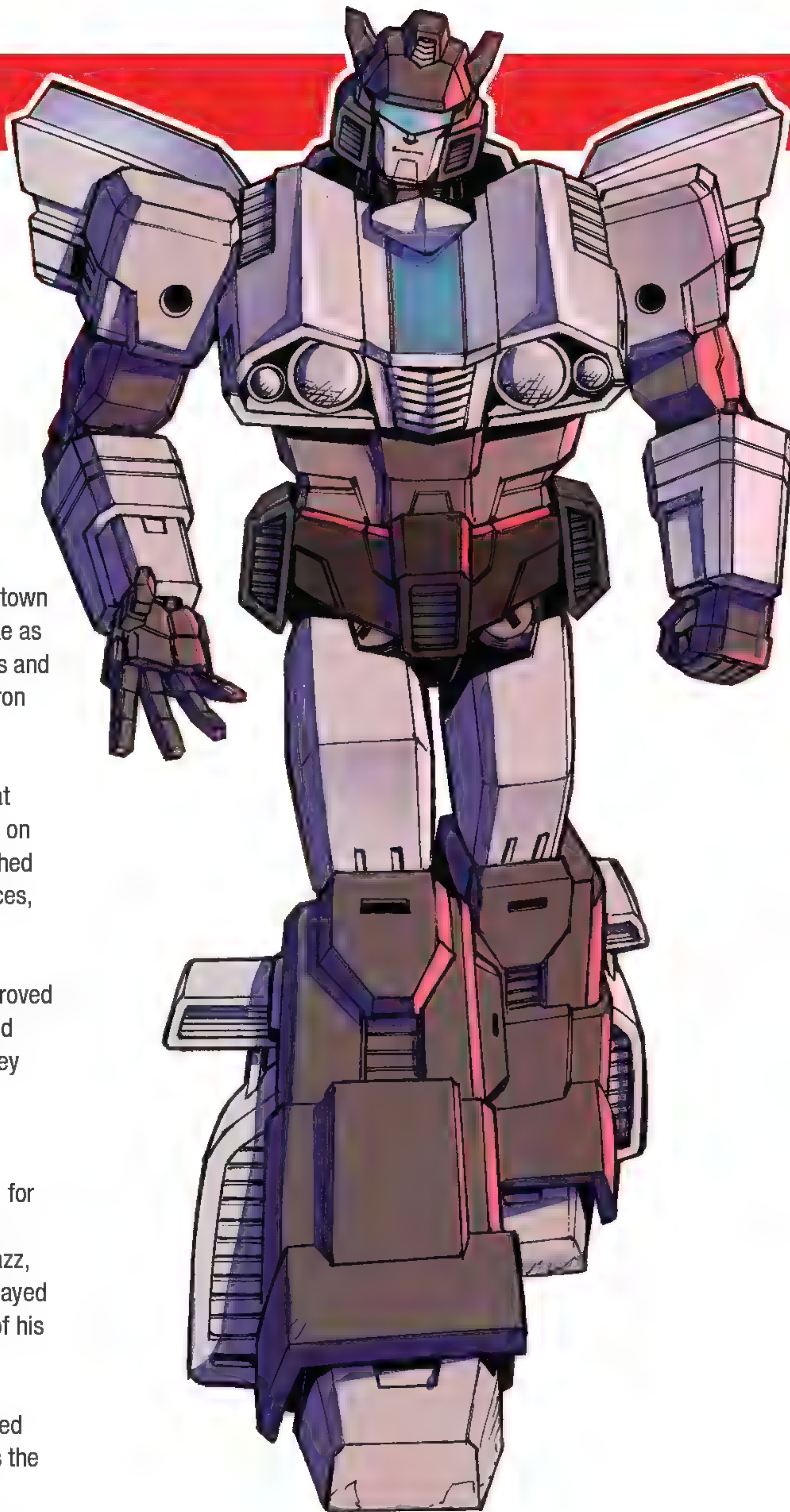
Jazz was the first Autobot sent to Earth—part of an advance team, searching for Starcream's Decepticon squad, which was in turn looking for the power source called Ore-13. Jazz enjoyed his time alone on Earth, soaking in the music of Earth's cultures. He found special pleasure in jazz, which he saw as very similar to the complicated harmolodics he had played on Cybertron—so much so that he saw “Jazz” as the best translation of his own name.

Jazz's fascination with Earth culture was disrupted when fighting erupted between the Autobots and Decepticons, as well as Earth forces such as the Machination. Jazz was present when the Decepticon blitzkrieg forced Optimus Prime to surrender, and when Prime subsequently defeated Megatron's forces. While Earth rebuilt itself, Megatron supplied humans with Cybertronian weaponry. When one such human, John Powell, engaged the Autobots in Albuquerque, Jazz killed him.

Regretful of his actions, Jazz was taken off active duty—and when it was discovered the human Spike Witwicky was secretly stockpiling Cybertronian technology, Jazz took it upon himself to destroy the tech. He returned with Optimus Prime's forces to save Cybertron from the extra-dimensional threat that marked the end of the Autobot/Decepticon war.

In the period of relative peace that followed, Jazz returned to the electro-bass, playing music in Maccadam's New Oil House while Sky-Byte recited poetry. Megatron again attempted to conquer Cybertron, and Jazz took up arms—but when Starscream assumed power and kicked the Autobots and Decepticons out, Jazz remained in the city of Iacon, reluctant to return to war.

After Shockwave's “Dark Cybertron” siege, Jazz reunited with Optimus Prime and returned to Earth, seeking the missing sage Alpha Trion. Jazz was uncomfortable returning to a world he loved but felt he had betrayed, but he rescued Trion. Later, Jazz was captured by the Cybertronian sleeper agent Garrison Blackrock, and soon joined Optimus' crusade to annex Earth into Cybertron's Council of Worlds.



Following the extra-dimensional incursion known as “Revolution,” where Jazz was again injured by human forces, Jazz tried to make peace with his adopted world—he now sees himself as an ambassador of Cybertronian culture.

Height: 32'

Weight: 15 tons

Eyes: Blue

Hair: None

Strength level: Jazz has average strength for a Cybertronian of his size and build, as well as the agility and fighting prowess of one who has fought in many, many battles.

Unusual powers: Jazz possesses the normal Cybertronian ability to change forms between “robot” and “alt-mode.” His typical alt-mode is a car. Jazz has a significantly above average pattern recognition ability, and is extremely quick-witted.

Weapons: Jazz is trained in all Autobot weapons, but would rather be playing his Aghartan electro-bass, which he considers his best “weapon.”

KLAIN

Real name: Steven Klain

Occupation: Mercenary

Legal status: Citizen of the United States of America

Place of birth: Litchfield, Illinois

Marital status: Single

Known relatives: None

Group affiliation: Former member and Commander, Sirius

Current base of operations: Mobile, on the run

First appearance: *Micronauts* (2016) #8

History: Steven Klain had a very difficult childhood. His parents died in a car accident bringing him home after he was born. Bouncing from foster home to foster home every year caused him to distance himself from everyone.

He had only one dream when he left high school: to join the military and become an elite soldier with hopes that he could be elevated into the G.I. Joe group. Physically, he was prepared for any test they could send his way, but during training they discovered that he was too fragile emotionally to handle the stress of active military duty. Just like his childhood, he found himself once more bounced from the potential stability he had been seeking.

Fortunately for him, mercenary groups like Sirius were less thorough with their screening process. He rose through the ranks and took control of the regional Sirius group. He chose not to move higher in the organization because he enjoyed being in the field and getting his hands dirty. He had seen others move up in rank to a nice, safe desk job with better benefits and a dental plan, but it came with a cost. Being the man behind the desk while others went out in the world and did the actual work was a tradeoff he would never find acceptable.

Sirius was hired by Miles Mayhem to provide security for the lab examining the Micronauts following the Revolution event. When the Micronauts escaped, their capture was placed entirely on his shoulders. His overzealousness in attempting to recapture them led to a loss of trust from Mayhem and Sirius expelling him from the team. Uncertain how to proceed, he focused on tracking down the woman who helped them escape, hoping that by finding them, he could regain his position and authority.

Height: 6'1"

Weight: 205 lbs

Eyes: Blue

Hair: Blonde

Strength level: Klain possesses above-average strength due to a lifetime of training. His physical strength is a source of pride for him.

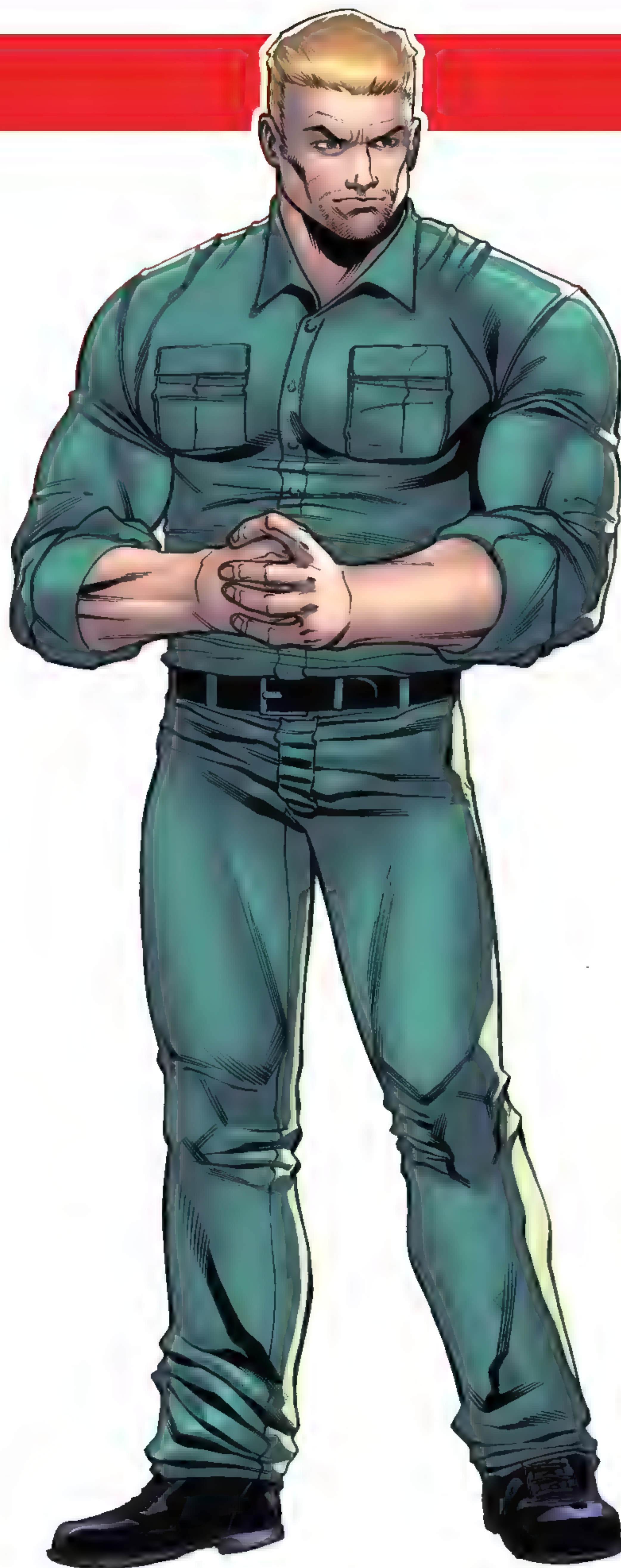
Unusual powers: Like most humans, he has no enhanced powers or abilities. His singlemindedness and ruthlessness had served him well within Sirius, but without their support, he is in need of making his own way in the world.

Weapons: His firearm of choice is a Ruger Blackhawk Revolver. While all of his peers, and the soldiers under him, prefer using weapons with magazines capable of holding at least 12 rounds, he has maintained his love of the old-

fashioned revolver. It may only hold 6 rounds at a time, but that is enough for him to deal with 6 enemy combatants. And as he has mastered the art of speed-loading, he can reload his revolver faster than most soldiers can change their magazine.

He has a particular love of hand grenades. The only sport he enjoyed was baseball, because he was a very accurate pitcher. He can throw a hand grenade 30 yards into a coffee cup. The satisfaction of a perfectly placed grenade is only eclipsed by the carnage that ensues when the grenade explodes.

Still, if he had to choose just one weapon, it would be his Bowie knife—a versatile weapon that can be used with extreme subtlety during interrogations or with extreme violence in the heat of combat. It is also a tremendous resource for basic survival skills when needed.



KNIGHTS OF THE SOLSTAR ORDER

Real name: Knights of the Solstar Order

Current Members: Rom, Livia, Orphion (Commander), Carax (Imperator), Maur, Whrrr (Recorder), Diavod (Lieutenant), Q'b, Prim, Butin, Guar

Past Members: Fy-Laa (believed to be deceased), Stardrive (status unknown)

Occupation: Protectors of the universe

Legal status: Citizens of a multitude of planets

Current base of operations: Mobile, though the Imperator is based on Elonia

First appearance: *Rom* (2016) #2

History: Though their presence is known throughout the universe, the Solstar Order is a relatively recent organization. The group formed roughly 300 years ago, after the first major Dire Wraith attack in the Elonian star system, which devastated the homeworld of Orphion, soon to be commander of the Solstar Order.

From the ashes of that Wraith attack, Orphion came to the peaceful planet Elonia where he met Carax. Carax had had his own run-in with the Wraiths, who had caused him great loss as well. Together, the two incredibly intelligent beings decided to make a force for good throughout the universe—a force dedicated to eradicating the Dire Wraith menace.

As the Wraiths' power base grew and their attempts to conquer other civilizations spread throughout the galaxy, so did the ranks of the Solstar Order also grow in size and scope. As brilliant minds and fierce warriors joined the ranks, they discovered technologies like the Wraith-destroying Neutralizer weapons. Carax, now the organization's Imperator, and Orphion, their commander, coordinated with troops throughout the galaxy from their base on Elonia, to establish a safe haven from the Wraith threat.

And so it was for 100 years. The Wraiths would invade worlds, decimate populations, and the Solstar Order would react—doing their best to curb the threat. That all changed with the Wraith attack on Elonia. Managing to penetrate the planet's protective shielding, the Wraiths made it clear that nowhere was safe. And three new recruits—Rom, Livia and Fy-Laa—joined the Order to counter the threat to their home.

These three recruits would be the first to discover a strange and powerful ore that could create incredible armor that would help them destroy the Dire Wraiths more effectively than ever before. Rom was first among them to be made a Knight in the Solstar Order. Soon, other members would also don the armor and take the battle with the Wraith to new heights and new worlds.

Unusual powers: Distinct abilities vary for each member, in part due to the variety of in-born abilities of their species, but all armored members possess the power of interstellar travel, seemingly endless life support, and the ability to scan living things in order to determine if they are secretly Wraiths in disguise. Additionally, they can mentally morph the metal of their armor into offensive weapons like swords, bows, cannons, and more. It is not yet known if the morphing armor, once grown around an individual, can ever be removed and leave the user alive.

Weapons: The armor's outer wrist gauntlets house Wraith-detecting Energy Analyzers. Knights have also added Neutralizers, weapons of immense power, into their armor with the ability to form it into their weapon of choice. Non-armored members of the Solstar Order also carry less powerful Neutralizers. The armor is also equipped with a built-in Translator that converts languages for instant translation, as well as the ability to alter light waves to render their armored suits invisible.



GARRISON KREIGER

Real name: Garrison Kreiger

Occupation: Scientist, former CEO of I.R.O.N., former soldier

Legal status: Citizen of the United States dishonorably discharged from the U.S. Army.

Place of birth: Unknown

Marital status: Single

Known relatives: None

Group affiliation: Former United States Army Lieutenant

Current base of operations: Mobile

First appearance (historical): *Sgt. Savage vs. General Blitz* #1

First appearance (this continuity): *Revolutionaries* #3

History: Kreiger claims his parents immigrated to the United States from Germany shortly before the onset of the first World War, and that anti-German sentiment prompted Kreiger to “prove himself” and enlist in the Army before the United States had entered World War II. Kreiger reached the rank of Second Lieutenant (O-1) by early 1943, when he was assigned to the Screaming Eagles, the Army special tactics unit commanded by Sgt. Robert Steven Savage. Kreiger was given the nickname “Blitz.”

In an early mission with Savage, Kreiger and the team encountered impossibly advanced robotic soldiers outfitted in German Army gear. Kreiger became extremely interested in these machines, which were dubbed IRON Troopers. Kreiger and Savage pursued the origins of the IRON Troopers, eventually discovering a cadre of Cybertronian descendants had been stranded on Earth during the last Ice Age.

Kreiger and Savage teamed with a surviving Cybertronian—who came to be called Centurion—to locate his spacecraft Axalon, sent from the Cybertronian colony Eukaris. Under siege by IRON Troopers, the Axalon vanished (via unknown means), taking Savage with it. But Kreiger had seen evidence of the craft’s missing cargo, which he theorized had created the IRON Troopers. Kreiger called this missing device “The Talisman” and dedicated the next several decades of his life to tracking it, with the assistance of Centurion.

Kreiger finally located the Talisman in Egypt, in the Tomb of Amtoltec, which had developed IRON Trooper-like defense robots. Kreiger was rescued by Joe Colton (a.k.a. G.I. Joe) and his Adventure Team, including Mike Power (a.k.a. Atomic Man). Atomic Man—whose own cybernetic leg and arm were based on IRON Trooper technology young Mike Power had uncovered—was affected by the Talisman, his cybernetics mutating at its touch.

Kreiger used Power as a test subject and evidently killed Power. Kreiger was then dishonorably discharged. But Power lived on in a secret laboratory where Kreiger examined the Talisman’s links to Cybertron, Microspace, and the alien Dire Wraiths. Meanwhile, Kreiger established the International Robotic Operations Network (I.R.O.N.).

As the decades passed, Kreiger replaced his worn-out body parts with Talisman-derived cybernetics. By the present day, the now-nearly-a-century-old Kreiger was still alive and functioning, but he ceded the operations of I.R.O.N. to Tomax Paoli, the former Cobra Commander, as Kreiger joined a consortium of Doctor X, the Iron Klaw, and Baron Ironblood to battle alien incursions on Earth.

Working with Doctor X (then working as a double-agent within the British Secret Intelligence Service), the Talisman was moved to an I.R.O.N. facility run by S.I.S. in the nation of Shleteva, where Garrison Blackrock discovered it. Blackrock activated the Talisman in a unique way, causing mutations to the nearby humans.

This led to the Revolutionaries (a team of S.I.S., G.I. Joe, and Cybertronian



operatives) capturing the Talisman and uncovering its history, eventually freeing Centurion from Kreiger’s grip and unraveling mysteries around Kreiger’s past.

Height: 5’11”

Weight: 155 lbs

Eyes: Brown

Hair: Brown

Strength level: Kreiger has the strength and endurance beyond that of a baseline human (particularly one of his age) due to the Talisman-derived technology that has replaced much of his body.

Unusual powers: Due his Cybernetics, Kreiger operates slightly above normal human parameters. His engineering skills are extremely high.

Weapons: As a former soldier, Kreiger has been trained in many standard-issue U.S. Army weapons, though this training is out of date. Kreiger relies on the technology he has derived from the alien Talisman.

KUP

Real name: Kup

Occupation: Autobot

Legal status: Citizen of Cybertron with no criminal record

Place of birth: Tesarus, Cybertron

Marital status: Single

Known relatives: None

Group affiliation: Revolutionaries, Autobots,
British Secret Intelligence Service,
the Wreckers, 113th Battalion

Current base of operations: Earth

First appearance (historical): *Transformers: The Movie*

First appearance (this continuity): *Spotlight: Kup*

History: One of the oldest active Cybertronians based on a linear timeline—and definitely the oldest taking time-loops into account—Kup was witness to the formation of Cybertron’s “Golden Age” under Nova Prime and Galvatron. Kup was a warrior—and as Cybertronian society emerged, he evolved into a soldier.

Kup was part of Nova’s expansionist forces, but when Nova left Cybertron, Kup settled into a life of training younger ’bots. He helped put countless Cybertronians through their paces, including Orion Pax (who would later become Optimus Prime), Prowl, and Hot Rod (later Rodimus). Frequently acting the curmudgeon, deep-down Kup tended to believe in the best of people and appreciated the greater freedoms that began taking hold.

But when Cybertronian ruler Zeta Prime revealed himself as a tyrannical despot, Kup stood with his one-time trainee Pax who teamed with Megatron’s Decepticons to overthrow the corrupt government. Megatron turned on Pax, and Kup was one of the first to join the newly christened Optimus Prime’s Autobots.

As the war raged, Kup was marooned on the planet Tsiehshi, where the planet’s Ore-8 crystals burned through his mind. Believing his would-be rescuers to be zombie monsters, Kup killed several Autobots before being saved. Given a new body and a cy-gar that delivered a synthetic version of Ore-8 to stave off addiction, Kup rejoined the war efforts, unaware that Autobot strategist Prowl had implanted programming routines allowing him to manipulate Kup.

Kup joined the Wreckers on a rescue mission in which they enlisted the former Decepticon, Drift. Kup disbanded the Wreckers and assembled a new elite team just in time to be hit by the Decepticon Blitzkrieg. Forced to land on Cybertron, Kup joined Optimus Prime’s command team in the liberation of Earth, leaving for several months to join the Wreckers on Garrus-9. Investigating the appearance of Galvatron in Las Vegas, Kup confronted a group of zombies attempting to open a portal to Cybertron. Prowl utilized his secret programming, having Kup direct the portal to the so-called Dead Universe. Kup and the zombies were transported to this other reality—at the beginning of time.

Kup speaks little of the billions of years he spent in the Dead Universe, finding it difficult to discuss such a unique experience. The fate of the zombies is unknown. Eventually, Kup was captured by Nova Prime—who had been trapped there for millions of years—and rescued by Optimus Prime and Rodimus who were preventing Shockwave from annihilating time and space.

The universe saved—and his addiction to cy-gars cured—Kup rejoined Optimus Prime on Earth, where he began experiencing odd



blackouts. Teaming with Arcee, Kup learned Prowl had been kidnapped—and discovered even more secret programming Prowl had implanted. Kup and Arcee were joined by a new incarnation of the Wreckers who rescued Prowl, but not before Kup punched him out.

Returning to Earth, Kup was briefly captured by the Cybertronian sleeper agent Garrison Blackrock while Galvatron invaded. Optimus Prime stopped the attack and declared Earth to be part of Cybertron’s Council of Worlds. Kup stood with his one-time student, but while investigating an explosion of the powerful Ore-13 during the “Revolution,” Kup was captured by Miles Mayhem and the M.A.S.K. team. Kup was subsequently rescued by Action Man, and joined the young hero as an independent contractor to the British S.I.S., eventually teaming with Action Man, Blackrock, and G.I. Joe agent Mayday to form the Revolutionaries.

Height: 30’

Weight: 14 tons

Eyes: Blue

Hair: None

Strength level: Kup has average strength for a Cybertronian of his size and build, though there is no baseline data to chart those levels against his age.

Unusual powers: Kup possesses the normal Cybertronian ability to change forms between “robot” and “alt-mode.” His typical alt-mode is a pickup truck. Kup is, as he is fond of noting, impossibly old.

Weapons: Kup is trained in all Cybertronian weapons from the pre-Unification era to the present day. It is unknown what additional training, if any, he received in his eons in the Dead Universe.

LADY JAYE

Real name: Alison R. Hart-Burnett

Occupation: Staff Sergeant E-6, Army

Legal status: Citizen of the United States of America

Place of birth: Martha's Vineyard, Massachusetts

Marital status: Single

Known relatives: Unknown

Group affiliation: G.I. Joe

Current base of operations: Lemuria

First appearance (historical): *G.I. Joe* (1982) #32

First appearance (this continuity): *Cobra* (2011) #6

History: Hailing from the upscale, seasonal resort town of Martha's Vineyard, Alison R. Hart-Burnett seemed to have her life all laid out for her. After a happy childhood spent participating in countless stage productions, and reveling in her family's proud Irish heritage, she went on to attend the renowned women's college, Bryn Mawr.

At Bryn Mawr, Hart-Burnett continued to cultivate her love of the theatre, further honing a remarkable ability to step into practically any role. A method actor, she didn't require elaborate costuming, prosthetics or even makeup, preferring instead to mentally inhabit the personality of whatever character she happened to be playing.

Earning a joint degree in linguistics and psychology, Hart-Burnett became an even more proficient mimic and actor, melding her natural abilities with an increased understanding of languages and communication. Her studies later led her to her ancestral home of Ireland, as she received her masters from Trinity College in Dublin.

Poised for a successful career in academia, Hart-Burnett made an abrupt course correction, enlisting in the United States Army. Having tired of studies that existed only in the theoretical realm, and of playing other characters merely for entertainment, she hoped to use her considerable abilities in the service of her country.

After reaching the rank of Staff Sergeant, she attended the United States Army Airborne School and later, the grueling Ranger School as well. Her impressive academic background and skill at inhabiting a role brought her to the attention of the G.I. Joe program, which recruited and bestowed upon her the codename Lady Jaye, a nod to her somewhat aristocratic background.

Height: 5'8"

Weight: 140 lbs

Eyes: Green

Hair: Black

Strength level: Lady Jaye possesses the strength and endurance of an adult woman who engages in regular, intensive exercise and personal training.

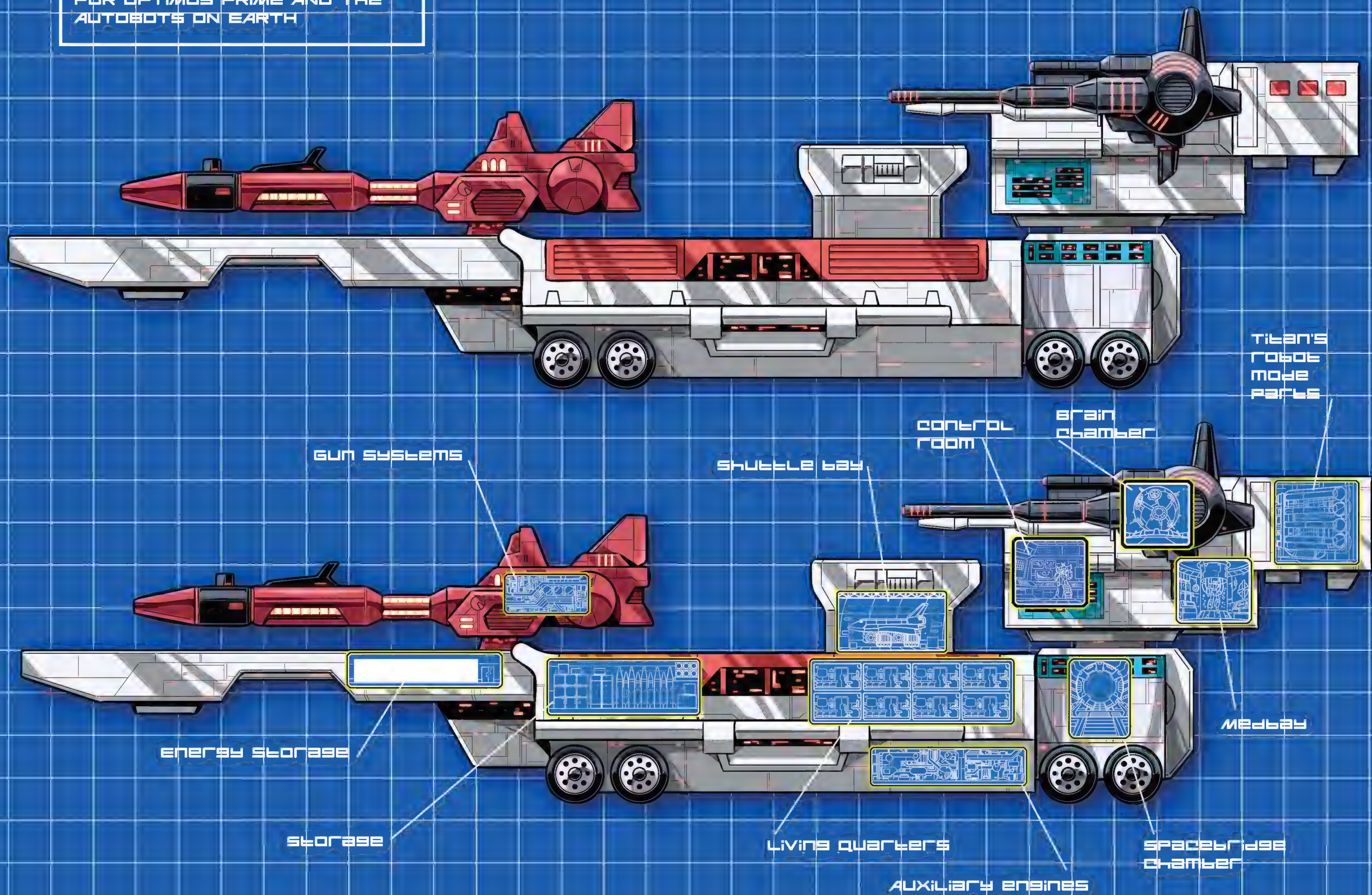
Unusual powers: While Lady Jaye is as devastatingly effective in the field as any other member of G.I. Joe, her true value lies in her ability to go and stay undercover. Her mastery of multiple languages and accents, combined with her theater training, make her a natural for covert operations.

Weapons: Lady Jaye is proficient in all standard Army weaponry, including the M-16 rifle and M1911 pistol. Her weapons of choice, however, are the high-tech javelins she has had outfitted with a number of special abilities.





METROTITAN
AKA AUTOBOT CITY
FLYING MOBILE HEADQUARTERS
FOR OPTIMUS PRIME AND THE
AUTOBOTS ON EARTH



LARISSA

Real name: Larissa Karza

Occupation: Mercenary, smuggler

Legal status: Citizen of Microspace, only heir to Baron Karza

Place of birth: A secret laboratory lair of Shazraella, location unknown

Marital status: Single

Known relatives: Baron Karza (father), Shazraella (mother)

Group affiliation: Hezlee & Associates on Micropolis-12, Micronauts

Current base of operations: The *Heliopolis*, warpcore starship

First appearance: *Micronauts* (2016) #1

History: Larissa Karza was born and raised in complete secrecy. She was scientifically created to be the perfect heir to Baron Karza and Shazraella. Technically a clone from the genetic materials of her “parents,” Larissa’s early life consisted of upgrading to larger and larger scientific tanks. She never experienced a childhood, as the scientists put her through a rigorous series of accelerated growth procedures.

She would endure several weeks within tanks where she was subjected to chemicals that caused growth to occur at over ten times the usual rate. The physical and emotional toll created a rift between her and her “parents.” They routinely came to check on her progress during the process, but rarely visited during her breaks between sessions. No one realized that during her time in the growth tanks, she was fully aware of everything going on around her.

On the day that would have been her second birthday, she found herself prematurely on the cusp of adulthood.. Her time as a lab rat may have come to an end, but the trauma of those years would be something that remained just beneath the surface.

After Baron Karza had the entire team that raised and cared for her purged, the lab was turned into a living quarters for her. Larissa found herself in a position where she was not a prisoner, but not free to leave the secret complex that had been her home all her life—until the day she found the Orbital Defender prototype gear.

With her newly acquired gear, she broke out of the complex and found a way to leave the Throne World via a man named Hezlee. Hezlee had a minor business deal he was concluding on the Throne World when he and his two bodyguards came across an unexpected scene. Larissa was being accosted by a pack of Lobros that felt anyone on the streets without protection was immediately subject to whatever toll they chose to demand. Larissa responded by taking down all four of the Lobros, with the help of her Orbital Defender gear, in less than a minute. Hezlee had one of his bodyguards approach her and she incapacitated him before Hezlee convinced her they were not a threat, but an opportunity.

Larissa spent the next two years working for Hezlee & Associates, until the day she met Oziron Rael. To this day, she is uncertain whether or not Hezlee knew what was going to happen on the Valtricos Research Station. She hopes that he was set up by someone else, because the alternative is that the first person she ever trusted betrayed her and sent her into a situation where he expected her to die.

Height: 5'8"

(Microspace Comparative)

Weight: 135 pounds

(Microspace Comparative)

Eyes: Brown

Hair: Black

Strength level: Larissa possesses the average strength of a humanoid who engages in a moderate amount of physical exercise.

Unusual powers: During her accelerated growth procedures, Larissa was imbued with a wealth of knowledge. She has rarely experimented with enerchanging. It is certainly something she is capable of doing, she simply chooses not to.

Weapons: The Orbital Defender Gear has unique properties that were being developed in secret by Shazraella. It has the ability to project hard light blocks that work as defense against energy weapons. When Larissa first found it, she was only able to create very basic blocks, but with practice she has been discovering new ways to use the technology. She has even discovered a way to have it in a passive defense state that can save her life from an unexpected attack, though that state nearly depletes all the energy reserves.



LIVIA

Real name: Livia (surname not yet known)

Occupation: Knight of the Solstar Order

Legal status: Citizen of Elonia

Place of birth: Elonia

Marital status: None

Known relatives: None

Group affiliation: The Solstar Order

Current base of operations: Northern California, USA, Earth

First appearance: *Rom* (2016) #4

History: The peace on Elonia that Livia knew as a child remains bittersweet in her reflections. For her part, she often found it boring to be so content in the universe, seeking thrills where she could find them. Being adventurous but not reckless, she rarely pushed these thrills too far—driving just a bit too fast, wing-jumping off cliffs to explore some new geological formation, and exploring the Thrail Mountains and their mines with no safety equipment or supervision.

It was during one of these expeditions that Livia first met Rom and his research partner, Fy-Laa, two fellow students at the Elonian University of Arts and Sciences. Livia was exploring and about to wander into the Thrail Mineral Mine. Fortunately, Rom was there to stop her from entering the flooded mine, possibly endangering herself too much.

Soon, Livia, Rom and Fy-Laa established a standing date every week to explore the mountains together—Rom focusing on the geology, Fy-Laa enjoying the unfamiliar surroundings and Livia finally feeling at home with both adventure and company. These expeditions grew to become a true friendship and the trio became inseparable. Livia was welcomed into Rom's family and became like a daughter to his mothers, made only slightly awkward by the academic-minded boy's crush on Livia.

Unfortunately, the peace on Elonia was not to last. Finally, Livia had the action she had always wanted, but at the cost of the deaths of one of Rom's mothers, Benna, and brother, Reyn, as well as hundreds of others in a series of explosions that rocked the planet.

With the help of the Solstar Order, survivors were taken into care. Livia had accompanied Rom to see his injured mother, Shah, and consult with the Solstar Knight, Elonian. It was then that Shah revealed she was a Dire Wraith wearing human guise and not Rom's mother at all, attacking her "son" and escaping into the night.

After the chaos that ensued at the Solstar Academy Medical Center, Livia, Rom, and Fy-Laa joined the Solstar Order, seeking to hunt down Dire Wraiths and prevent them from ever tearing apart another family. It was during their time in the Solstar Academy that Rom—now a somber young man, emboldened and angered by the death of his family—caught Livia's eye and their romance truly began.

Soon, the rookie Solstar knights found themselves on their first post, back at the Thrail Mineral Mine. Assuming a quiet watch, Livia joked about slinking off with Rom, when they were attacked by Dire Wraiths—including the one masquerading as Shah! Caught off-guard and with underpowered weapons, Livia lost her right eye in the Wraiths' vicious attack.

Fortunately, through Rom's quick thinking, the group escaped into the mine. There, they encountered a fantastic ore that melded to their flesh and granted them the power needed to kill their Dire Wraith attackers. Victorious, they returned to the Solstar headquarters for examination and experimentation.



Livia proved much more adept than even Rom and Fy-Laa at bending her new armored form to her will, discovering that the armor could be morphed under the wearer's mental commands.

Thus, when the time came for official assignment, she was paired with the experienced Knight and her commanding officer, Orphion. The two worked closely together over the next 200 years, killing Wraiths and acting in the interests of the Solstar Order. Unfortunately, this trajectory put her on path to clash with a Knight who was reportedly violating the laws of the Order, one who she had formerly loved, one who had not yet destroyed the troublesome planet Earth—Rom!

Height: 7'0"

Weight: 870 lbs

Eyes (humanoid): Right: Grey, with red pupils.

Left: Clawed out by a Dire Wraith.

Eyes (in armor): Red

Hair: Black

Strength level: Livia's metal suit greatly enhances her life support, longevity, strength and stamina but its upper levels are thus far unknown.

Unusual powers: Livia's metal suit possesses the power of interstellar travel, seemingly endless life support, and the ability to scan living things in order to determine if they are secretly Wraiths in disguise. Additionally, like all armored Knights of the Solstar Order, Livia can mentally morph the metal into handheld weapons or shoulder-mounted cannons. Her strength and stamina are greatly enhanced, as is her vision. Trained as a soldier in the century-spanning Dire Wraith war, Livia has great military acumen and battle-honed decision-making.

Weapons: Livia's outer wrist gauntlets house her Wraith-detecting Energy Analyzer. Livia can also morph her armor into her Neutralizer, a weapon of immense power, though she often forms it as shoulder-mounted cannons. The weapon seems keyed to Livia's life force, because the more she uses the weapon's most powerful settings, the more it weakens her overall. Her armor is also equipped with a built-in Translator that converts her language to others'. Additionally, her mastery of her suit allows her to create additional layers of armor, protecting her even further.

MAINFRAME

Real name: Blaine L. Parker

Occupation: E-5 Sergeant, Army

Legal status: Citizen of the United States of America

Place of birth: Phoenix, Arizona

Marital status: Single

Known relatives: Unknown

Group affiliation: G.I. Joe

Current base of operations: *Lemuria*

First appearance (historical): *G.I. Joe* (1982) #58

First appearance (this continuity): *G.I. Joe* (2009) #7

History: Growing up in Phoenix, Mainframe was a natural athlete. But despite his prowess in physical pursuits, it was mental ones that truly captured his interest. Particularly, Mainframe was fascinated by computers, and after a stint in the Army, during which he served as an Infantryman, Mainframe earned his degree from MIT on the G.I. Bill.

Unlike many members of the G.I. Joe team, Mainframe didn't initially plan on being a career soldier. But after working in Silicon Valley and finding himself bored by the lack of action, he took his technical expertise to the Marine Corps and, eventually, the Pentagon.

As happens with many exceptional members of the United States military, Mainframe came to the attention of the nation's finest fighting force, G.I. Joe. Recruited as a computer specialist, Mainframe proved an invaluable member of the team and was even the first person to suspect the existence of the international terrorist organization, Cobra, which, up until that point, had operated in the utmost secrecy.

This suspicion—and the unwillingness of G.I. Joe brass to heed it—led to Mainframe going AWOL to investigate. But even with the full force of G.I. Joe gunning for him, with his extensive military training and some help from Snake Eyes, he was able to not only evade capture, but prove the existence of Cobra.

After being reinstated on the G.I. Joe team, Mainframe began to take a more active role in field operations, even leading a mission to protect a diplomat being targeted by Cobra. And while doing so, he found something new to capture his interest: Scarlett. Unfortunately, their budding romance seemed to be cut short as Scarlett took more command of the organization and Mainframe moved to taking a more active role in Cybertronian relations.

Height: 5'10"

Weight: 195 lbs

Eyes: Brown

Hair: Brown

Strength level: Mainframe possesses the strength and endurance of an adult man who engages in regular, intensive exercise and personal training.

Unusual powers: While capable in the field, Mainframe's true value is behind a computer screen. He exhibits a preternatural command of numerous forms of coding and has a peerless ability to hack into enemy systems, program viruses and protect G.I. Joe's equipment from the same.

Weapons: Though computers are his specialty, Mainframe was an enlisted man in the Army with a secondary Military Occupational Specialty of Infantry, giving him proficiency in all standard military-grade firearms.



MAJOR BLUDD

Real name: Sebastian Bludd

Occupation: Mercenary

Legal status: Dual citizen of the United States and Australia, wanted for murder, terrorism, desertion of duty, and escaping U.N. custody.

Place of birth: San Diego, California

Marital status: Married

Known relatives: Catherine Bludd (first wife, deceased), second wife, son, daughter, father, mother (deceased), grandfather (deceased)

Group affiliation: Leader of the Oktober Guard, formerly Cobra, formerly Australian S.A.S.

Current base of operations: Mobile

First appearance (historical): *G.I. Joe* (1982) #15

First appearance (this continuity): *G.I. Joe* (2009) #16

History: Sebastian Bludd was born in San Diego to an American mother and an Australian father. They soon moved to Australia, living on his grandfather's farm. Shortly after arriving, the farm was foreclosed upon, and Sebastian's grandfather hung himself. Sebastian's father took up work at a factory, which then closed, leaving the family in difficult financial straights. Sebastian dreamed of returning to America, but instead joined the Australian Army's Special Air Service Regiment.

Rising to the rank of Major, Bludd began illegally providing security for Cambodian drug lords. When his men massacred a bus of missionaries, Bludd executed the men and deserted the S.A.S., traveling to Eastern Europe where he met and married Catherine. Determined to maintain financial solvency, he and his wife became mercenaries.

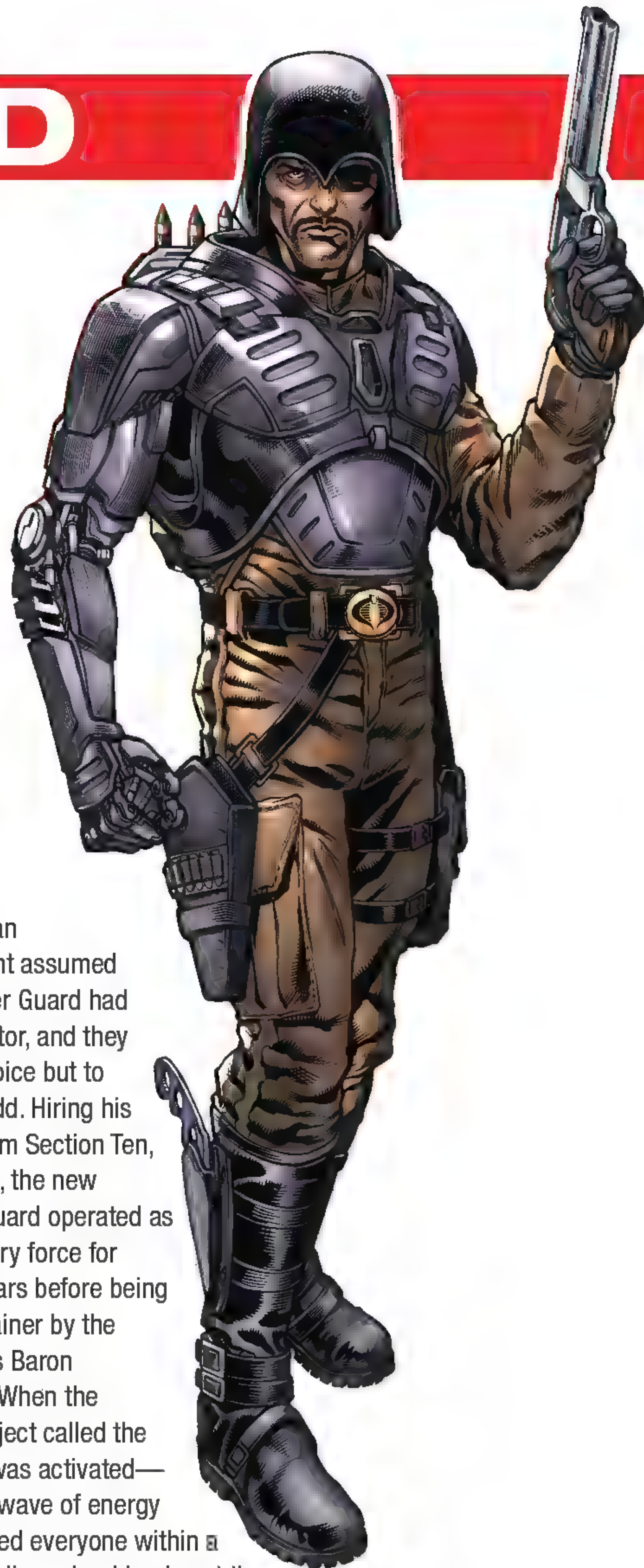
During the fall of the Soviet Union, the Bludds ran guns for Colonel Shtern, a Soviet officer. Catherine—having an affair with an associate named Danny—informed authorities that Sebastian was transporting a shipment of assault rifles, leading to his arrest. Shtern engineered Bludd's release, and Bludd tracked his wife and Danny, killing them—but Catherine cut Bludd across his face, leaving him blind in his left eye.

Bludd finally made his way to America, where he was married a second time. His widower father joined the Bludd family, which had grown to include a son and daughter. Bludd continued his mercenary activities, this time keeping them secret from his family.

Bludd was recruited by the Baroness into the then-secret Cobra, and began running operations in the so-called "Golden Rectangle" in South East Asia. There, he recruited a young warlord from Nanzhao named Krake into Cobra's machinations. Eventually Bludd came to command Cobra's Section Ten gulag in Russia's Yakutia republic. Within a year, Bludd was working with Andrei Freisov (a.k.a. Dragonsky), conducting independent operations, bringing in more money to his family.

Following the death of Cobra Commander—and the ascension of Krake into that role—Major Bludd returned to Nanzhao and struck an alliance with Serpenter and Tomax Paoli. Following Krake's nuclear destruction of much of Nanzhao, Serpenter revealed the cabal to the Baroness. Paoli escaped, and blame fell on Bludd. As Baroness attempted to kill him, Bludd fled, intercepting a U.N. Peacekeeping force that refused to aid him. Bludd murdered a U.N. soldier, forcing the unit to arrest him.

Bludd was soon broken out of a U.N. prison by the Oktober Guard—Russia's answer to G.I. Joe, led by his old ally Colonel Schtern. Schtern held Bludd prisoner in a captured Cobra base, but when Cobra (acting on a tip from then-G.I. Joe prisoner Paoli) attacked, Bludd was able to kill Schtern and take control of the Colonel's powerful Czar Cannon. Bludd destroyed the Cobra base camp, as well as a government building in Vladivostok.



The Russian government assumed the Oktober Guard had turned traitor, and they had no choice but to follow Bludd. Hiring his old ally from Section Ten, Dragonsky, the new Oktober Guard operated as a mercenary force for several years before being put on retainer by the mysterious Baron Ironblood. When the ancient object called the Talisman was activated—sending a wave of energy that mutated everyone within a 12-mile radius—Ironblood sent the Oktober Guard into Schleteva to recover the Talisman.

The Guard faced off against the so-called Revolutionaries, and the Talisman was again activated. Bludd's left arm was caught in the mutation wave, and Guard operative Daina cut off his appendage before the mutation could spread. The Oktober Guard used the confusion to escape with the ancient device. Bludd was subsequently outfitted with a new cybernetic arm derived from Talisman technology.

Height: 6'2"

Weight: 185 lbs

Eyes: Blue

Hair: Black/gray

Strength level: Bludd has higher-than-average strength and endurance of a human of his age and build.

Unusual powers: Bludd has a cybernetic right arm derived from Talisman technology.

Weapons: Bludd is a master of all NATO and Warsaw Pact-era weapons, and has kept up to date with contemporary military ordnance. Bludd also is in possession of the Czar Cannon, a powerful railgun.

DARBY MASON

Real name: Darby Mason

Occupation: U.S. Air Force Security Forces specialist

Legal status: Citizen of the United States of America

Place of birth: Cooper's Mill, California

Marital status: Single

Known relatives: Enrique (brother, deceased), unnamed father (deceased), unnamed mother (deceased), unnamed sister (deceased), Ellsworth Mason (uncle), Anne Mason (grandmother), unnamed grandfather (deceased)

Group affiliation: U.S. Air Force

Current base of operations: Pawtucket, Rhode Island

First appearance: *Rom* (2016) #1

History: Darby Mason grew up in Cooper's Mill, California. It was absolutely her home—going to Mantlo Park, having her first kiss and her first and last cigarette in Blind Eye Cave. It was a peaceful enough existence, almost idyllic.

After high school, she joined the Air Force, figuring she could give back for her peaceful existence in some way (and get a little bit of help paying for school when she returned via the G.I. Bill). And while some of her contemporaries would be drafted into G.I. Joe and other organizations fighting secret wars with colorfully dressed terrorists and giant robots, she remained with the traditional military establishment.

Unfortunately, it doesn't take a robot or a villain in a silly mask to cause terror and Darby soon found herself living through the increasingly harsh realities of war. She doesn't like to talk about what she saw.

Ultimately, her time on active duty had to come to an end. Shortly after a particularly traumatic mission, she was admitted to an army hospital, having been found completely paralyzed from an intense attack of PTSD. She was given leave to return home and seek out the help of her loving family and top therapists, in hopes that she would eventually return to the service.

It wasn't long after returning to Cooper's Mill that her family suggested revisiting her old stomping grounds of Mantlo Park. What should have been a pleasant day in the park quickly took a turn for the worse—expecting to be in the loving embrace of her family, she found herself ill at ease, leading to a panic attack. That may have been the only thing to save her life that day, as it delayed the Dire Wraiths masquerading as her family just long enough for Rom, Spaceknight of the Solstar Order to arrive! With a burst of energy from his neutralizer weapon, Darby's life was saved—and any semblance of a normal life was gone forever.

As the only human left in Cooper's Mill, Darby was rescued with great care by Rom and, with seemingly no other options, joined his crusade against the Dire Wraiths. This led to her leading Rom and Camilla Byers on a Trojan horse mission into Vandenberg Air Force Base to attempt to clean out the Wraith infiltration, led by Dave Dubosky, the former G.I. Joe known as Countdown.

The mission only partially succeeded, and Darby once more needed to take a leave from the life of excitement. She moved to Pawtucket, Rhode Island, to live with her grandmother. Unfortunately, it seems Darby's war with the Dire Wraiths isn't over—even if she wants nothing to do with it!

Height: 5'7"

Weight: 136 lbs

Eyes: Green

Hair: Black



Strength level: Darby possesses the strength and endurance of an adult woman who engages in regular, intensive exercise and personal training.

Unusual powers: Darby possesses no special powers, though from her training with the Air Force Security Forces, she has roughly the accumulated training of both an Air Force officer and a law enforcement officer. She also has an amazing amount of compassion, even for her enemies and the ability to inspire confidence among her friends.

Weapons: As a member of the United State Air Force, Darby is proficient in standard military-grade guns, rifles, and grenades.

MAYDAY

Real name: Ayana Jones

Occupation: Soldier

Legal status: Citizen of the United States with no criminal record

Place of birth: Brighton Beach, New York

Marital status: Single

Known relatives: None

Group affiliation: G.I. Joe, former Earth Defense Command, former United States Department of State

Current base of operations: Mobile

First appearance (historical): *G.I. Joe Extreme* episode “A Summoning of Heroes”

First appearance (this continuity): *Transformers: Robots in Disguise* #31

History: Ayana Jones grew up in the shadow of Coney Island, attending Columbia University, where she received a Bachelor’s Degree in World History. While working on her Ph.D. at University of California, Berkeley, Jones’ in-progress thesis on inexplicable ancient references to alien encounters attracted the eye of Joshua Red, and she was recruited into the U.S. anti-extraterrestrial effort, Skywatch.

By the time Red went rogue, Jones had established herself as a valuable tactician, pilot, and field agent, and was brought into the clandestine G.I. Joe program by Duke. As was the program mandate, Jones faked her death and became a G.I. Joe field agent, codename: Mayday.

Jones was part of a squad sent to the nation of Nanzhao during Cobra’s invasion. Her team made it out right before Cobra nuclear weapons devastated the region. Jones credits fellow agent Heavy Duty with aiding her survival.

When G.I. Joe went public following a Cobra-related hack, Jones transferred to the newly formed Earth Defense Command, Skywatch’s successor. She served at the E.D.C. base at Bikini Atoll in the Marshall Islands, working under director General Daniel Witwicky and, following his death, under new director Marissa Faireborn. Together, Faireborn and Jones expanded the E.D.C.’s relationship with industrialist Garrison Blackrock, who showed the duo his collection of Cybertronian artifacts—Jones’ incomplete Ph.D. thesis come to life.

When Blackrock was revealed to be a Cybertronian sleeper agent and was kidnapped by Galvatron, Jones led a rescue mission to save Blackrock. This coincided with Optimus Prime declaring Earth would be part of Cybertron’s Council of Worlds, and while Jones’ effort was considered successful, the E.D.C.’s failure to stop Prime or Galvatron resulted in the ousting of Faireborn in favor of General Joe Colton—and the E.D.C.’s sublimation into the G.I. Joe program.

Now using the codename Mayday again, Jones was active in the first G.I. Joe mission against the Cybertronians in the Indian Ocean, when it was discovered the Ore-13 crystals Cybertronians used to synthesize sustenance were destabilizing. Jones was also part of the second strike, present when Rom killed the Dire Wraith masquerading as Joe Colton, and began the operation known as Revolution.

Jones was put in command of a team at G.I. Joe Headquarters in Governors Island when Action Man attacked, freeing the secret Autobot prisoner, Kup. Jones later took part in the attack on Autobot City in Monument Valley.

When the dust settled, Jones commanded a field team consisting of Flash, Heavy Duty, and Quarrel into Verenya, Schleteva, where a device called the Talisman mutated her team and attracted several interested parties. Among them were Action Man and Kup, as well as Blackrock. Those three teamed with Jones to form the Revolutionaries, who seek to uncover the secrets of the Talisman—and of the Earth.



Height: 5'9"

Weight: 145 lbs

Eyes: Brown

Hair: Black

Strength level: Mayday has above-average strength and agility for a woman of her age, height, and build.

Unusual powers: Mayday operates within normal human parameters, but she is a skilled pilot and has a wide range of historical knowledge.

Weapons: She is trained in all NATO weapons, as well as many classified Skywatch, E.D.C., Cybertronian, and G.I. Joe weapons and gear.

MILES MAYHEM

Real name: Miles Manheim

Occupation: Military General (public persona), Black market weapons dealer (secret)

Legal status: Citizen of the United States of America

Place of birth: Philadelphia, Pennsylvania

Marital status: Single

Known relatives: None

Group affiliation: United States Army; founding member of Adventure Team; founding member and former leader of M.A.S.K.; founding member and current leader of V.E.N.O.M.

Current base of operations: Mobile

First appearance (historical): *M.A.S.K.* episode "The Deathstone"

First appearance (this continuity): *Revolution Prelude*

History: Not much is known about Miles' childhood or teenage years other than the fact that his family has lived in the Philadelphia area for several generations—something he spoke of briefly during his time as a member of the Adventure Team.

Miles has revealed, on occasion, that his neighborhood was a tough, working-class environment where weak kids didn't last long and whoever had the most weapons would win the fight. Further details beyond these are scarce and Miles usually doesn't care to elaborate.

What is known is that Miles enlisted in the U.S. Army and quickly rose through the ranks after graduating from the officer's academy. Miles impressed his commanders with his aptitude in espionage, counter-espionage and black-ops strategic planning. His overwhelming disregard for civilians and a willingness to sacrifice anything under the umbrella of "collateral damage" made him the perfect soldier in the Cold War military-industrial social order.

One of his commanding officers noted, "Wherever Miles went, mayhem was sure to follow." The nickname of Miles "Mayhem" stuck but few people ever called him that to his face.

Miles joined the Adventure Team and participated in many missions. Their exploits were documented but Miles' activities after the Adventure Team disbanded are shrouded in mystery. It is believed that Miles began to assemble a black-market criminal infrastructure after realizing the lucrative potential of supplying weapons to multiple parties within unstable political regions.

Miles became one of the youngest generals in the history of the U.S. Army. Many of his assignments and missions remain classified, but his activities intensified and became public once the Cybertronian Civil War fell upon the Earth.

With the Cybertronian conflict ripping the Earth apart, Miles became a key figure in a joint task force consisting of the U.S. Department of Defense, the Earth Defense Command (EDC) and the Defense Advanced Research Projects Agency (DARPA) that used a highly experimental cybernetic technology that could increase human combat efficiency. Cornelius Trakker, a brilliant scientist whose research into the human nervous system and singularity would eventually be absorbed into the machines of Mobile Armored Strike Kommand, crafted this project. The vehicles utilizing Trakker's technology were being designed for the singular purpose of killing Autobots and Decepticons.

Now with Optimus Prime adding Earth to the Cybertronian Council, Miles has two goals: 1. Ridding the Earth of all Cybertronian life; and 2. Consolidating his power base so that he can shape the world according to his vision of stability.

Miles' charming exterior hides a brutal dictator who has no qualms about sacrificing countless lives in pursuit of wealth and power. Even the members of V.E.N.O.M. are wary of Manheim's disregard for human suffering.

Height: 6'1"

Weight: 250 lbs

Eyes: Blue

Hair: Gray

Strength level: Miles possesses above-average strength and agility for a man of his age due to a lifetime of military training and martial arts study.

Unusual powers: Like all members of Mobile Armored Strike Kommand, Miles was granted a measure of "technopathy" (the ability to control and interface with cybernetic technology) by bonding with their weaponized helmets (a.k.a. "masks"). The technopathy is limited to the mask the wearer first bonds with and cannot be used independently.

Weapons: Miles is highly proficient with all terrestrial military arms including handguns, rifles, automatic machine guns, rocket-propelled weapons, mines and other ordnance. Miles also is a fantastic pilot with the above-average ability to master all forms of transport (fighters, boats, helicopters, tanks, etc.).

Miles' mask projects a thin, almost imperceptible fiber optic wire that conducts electromagnetic energy and can be used to ensnare a victim like a dolphin caught in fishing net. Miles can constrict the wire causing a person to be cut deeply and/or suffocated. The mask carries a payload of corrosive acid that can melt through solid metal, concrete and human flesh.

Miles pilots an APACHE-style military helicopter that converts to a high-speed VTOL stealth bomber. The helicopter mode is outfitted with a full complement of anti-air/anti-tank/anti-personnel weapons in the form of missiles, high-caliber machine guns and laser-targeted mines. The stealth bomber mode has various MOABs, anti-air and air-to-surface missiles. Both modes are highly maneuverable with high aerial ceilings.



MEGATRON

Real name: Megatron

Occupation: Former revolutionary

Legal status: Citizen of Cybertron and convicted criminal whose sentence is currently suspended

Place of birth: Tarn, Cybertron

Marital status: Single

Known relatives: None

Group affiliation: Autobot, former Decepticon founder and leader

Current base of operations: Necrobot's world

First appearance (historical): *The Transformers* (1984) #1

First appearance (this continuity): *Transformers: Infiltration* #4

History: Most Cybertronians are born either forged, with their spark created by Vector Sigma and their bodies joined with the living metal sentio metallico, or by cold construction, where pre-made bodies are populated by the sparks generated by the Matrix of Leadership. Megatron, however, is unique in having a forged spark in a cold constructed body—a point-one percenter spark, giving him his incredible power.

A by-product of cold construction, Megatron's bulky, industrial alt-mode forced him into a life of mining—at the time, the philosophy of functionalism declared Cybertronians' livelihood would be based on their alternate modes, justified in part by their bodies being constructed for a purpose.

Megatron rejected this notion, believing in self-determination. He wrote a popular treatise on the subject, which attracted the attention of the authorities. When Megatron was among several Cybertronians arrested after a bar-brawl, Whirl—then a police officer—was ordered to kill Megatron. Another officer—Orion Pax—prevented the killing.

The senate moved Megatron to another mining colony, where he met Terminus—an older miner who encouraged Megatron's writing—but when the senate attempted to alter Megatron's mind and destroyed the colony, killing Terminus, Megatron's anger rose. When a Cybertronian senator paid a visit to his new mining colony, Megatron led a revolt.

Breaking free of incarceration, Megatron and his followers returned to the city of Kaon on Cybertron and began a gladiatorial pit-fighting ring. This attracted the attention of the corrupt senator Ratbat and his assistant, Soundwave, who joined Megatron's growing cause—now known as the Decepticons. Megatron and Soundwave—working with former senator Shockwave—lured the Senate to Kaon and executed them. They turned on the army of Sentinel Prime, then-leader of Cybertron, and Megatron seemingly killed Sentinel. The civil war began in earnest when Megatron delivered a speech on Nova Peak.

Soon, the new Cybertronian leader, Zeta Prime, revealed himself as a traitor. Orion Pax and his allies joined Megatron's forces in fighting and killing Zeta, both wanting to end his oppressive regime. But Megatron was not finished—his ideology was tainted by the abuses hurled upon him. Believing Pax would lead them into a new era of oppression, Megatron tried to kill Pax and take over Cybertron. However, Pax—now possessing the Matrix of Leadership and calling himself Optimus Prime—returned, and history's greatest rivalry began in earnest.

The war between Megatron's Decepticons and Optimus' Autobots ravaged Cybertron—eventually rendering it uninhabitable—and spread to the rest of the galaxy. The search for life-sustaining energon drew Megatron to Earth. When Optimus' forces thwarted the infiltration attempts, Megatron turned to full-scale invasion.

Nearly a billion humans died—not unusual in the course of the Cybertronian war, but more than enough to change the course of human history. Meanwhile, an all-out blitzkrieg raged throughout the galaxy. Megatron defeated Optimus, capturing the Matrix—but the Autobots soon

turned the tables. With Decepticon forces pushed to the breaking point, the Autobots broke them.

Megatron and his forces regrouped, attempting another strike on Earth, but Megatron was captured and returned to Cybertron—just in time for an extra-dimensional threat to appear, nearly destroying all creation. When the creature formed the so-called “Deceptigod”—an amalgamation of all living Decepticons—Megatron stood alone against the monster.

Gravely wounded in the fight, Megatron enacted a plan with several of his top lieutenants—one final attempt at conquering the now-reborn planet Cybertron. This strike failed, allowing his rival Starscream to assume power. Some time later, Shockwave enacted a plan to collapse all of space and time to a single point. Megatron stood again with Optimus Prime, and when Shockwave killed Optimus' ally, Bumblebee, Megatron decided he was on the wrong side. Donning Bee's Autobot symbol, Megatron helped defeat Shockwave... then submitted to trial.

While Megatron's change of spark was genuine, he had one further trick up his metal sleeve. After forcing his trial to be held on Luna-2, Megatron invoked an ancient law that someone accused of “crimes against the species” could only be judged by the long-lost, perhaps legendary, Knights of Cybertron. Megatron was allowed to join the crew of the starship *Lost Light*, which was engaged in a quest for the knights. Megatron's wish was not to avoid punishment, but to help the crew find the Knights—an act of uncorrupted goodness that could serve as his legacy.

Megatron proved true to his word, though not all the crew believed it. After an adventure through time that resulted in Megatron's genesis, he swore to follow a path of non-violence.

Meanwhile, Megatron's most loyal police—the Decepticon Justice Division—declared Megatron a traitor and raised an army to kill him. Their attack coincided with the Autobot Getaway staging a mutiny and stranding Megatron and several allies on the world of the so-called Necrobot. There, Megatron defeated the D.J.D., reverting briefly to his war-like ways—but then was confronted by the still-living Terminus.

And that's when things *really* got weird.

Height: 38'

Weight: 20 tons

Eyes: Red

Hair: None

Strength level: Megatron possesses extremely high levels of strength and endurance compared to other Cybertronians of his stature.

Unusual powers: Like all Cybertronians, Megatron is able to change modes. His is a rare case—perhaps owing to his unique spark—where Megatron's alt-modes can change radically. While most Cybertronians are limited to variations on one mode, Megatron has been (at different times) a tank, a trans-atmospheric jet, and a handgun.

Weapons: Megatron favors his arm-mounted fusion cannon but is highly skilled in countless Cybertronian weapons, as well as hand-to-hand and melee combat.



MICROTRON

Real name: Microtron

Occupation: Mercenary, smuggler, pilot

Legal status: Citizen of Microspace

Place of birth: Blic Factory on Micropolis-10

Marital status: Single

Known relatives: All MT class robots

Group affiliation: Micronauts

Current base of operations: The *Heliopolis*, warpcore starship

First appearance (historical): 1976 toyline

First appearance (this continuity): *Micronauts* (2016) #2

History: Microtron is one of many third-generation MT class robots built in the Blic Factory on Micropolis-10. Micropolis-10 is the primary manufacturing area in the Micropolis sector. The MT class robots were the first ever built with self-sentience instead of needing to micro-meld with a biological organism. There have been two newer generations of MT class robots designed after his generation, but a rebellion by the fifth-generation MT robots was forcibly ended by Baron Karza, and the Blic Factory was destroyed.

Microtron first encountered Oziron Rael while the two of them were working for Hezlee Ferro. Their first mission together ran afoul of the Clemens Raider Crew. The Clemens brothers were four of the most violent and twisted individuals in all of Microspace. They murdered the entire crew and it was only thanks to fast thinking from Oz that he and Microtron managed to survive. Unfortunately, one of the Clemens brothers died and the surviving brothers have vowed to get revenge on both Oz and Microtron.

Fearing for his existence, Microtron retired from working for Ferro. But it wasn't long before Oz showed up looking for a permanent pilot for his new ship, the *Heliopolis*. Microtron had been happy living in seclusion away from the action and danger, but he felt an obligation towards Oz that rapidly turned into an inseparable bond of friendship. He was more than happy to stay with the ship during missions once Oz recruited more crew members. There is a fine line between self-preservation and cowardice, but it is one that Microtron happily embraces.

Height: 3'1" (Microspace Comparative)

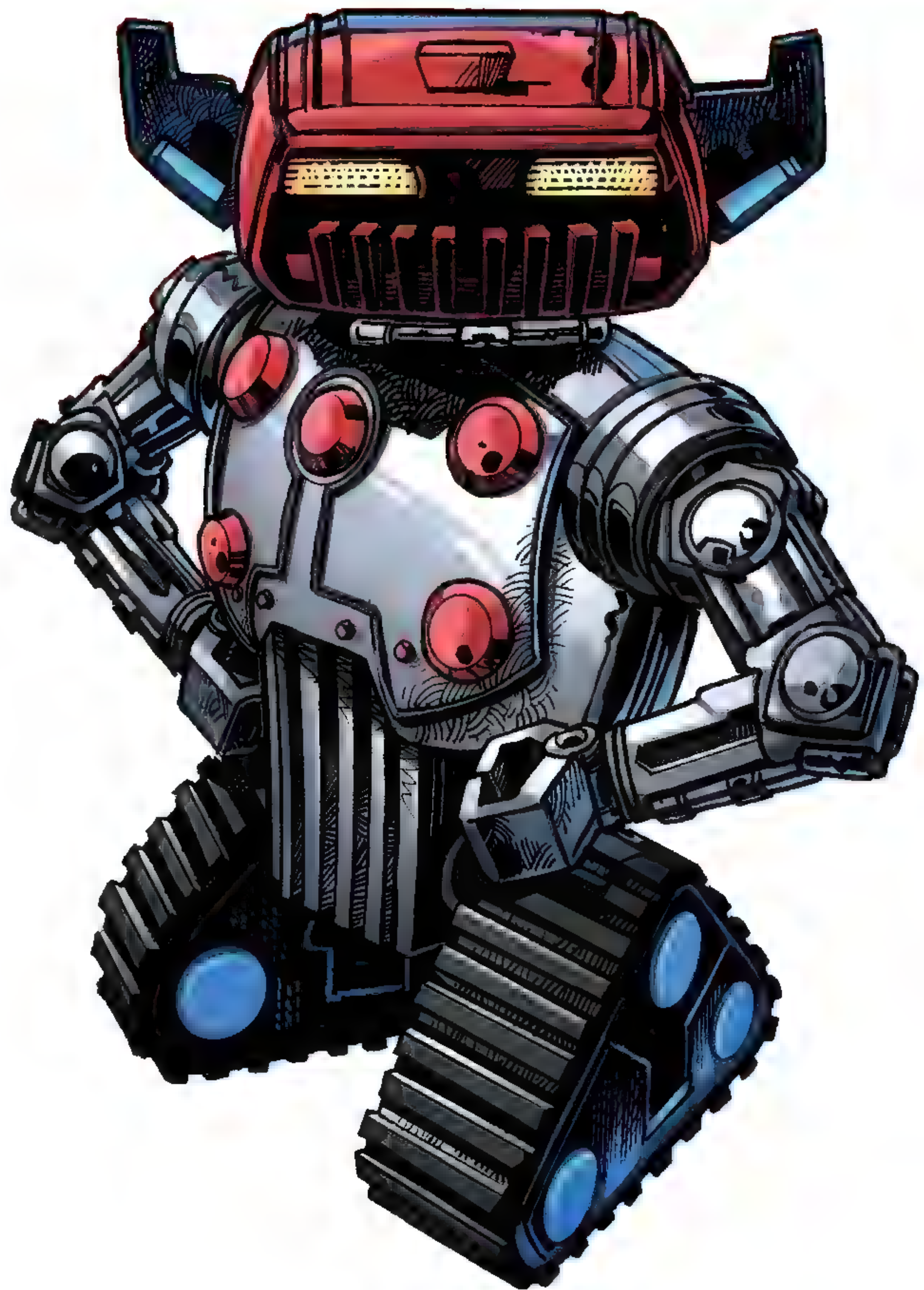
Weight: 160 pounds (Microspace Comparative)

Eyes: Yellow optic sensors

Hair: None

Strength level: Microtron can pull a tremendous load when required to, but given the strengths of the other team members, it is a task he rarely needs to help with.

Unusual powers: Microtron is a tremendously skilled pilot and has become so adept with the *Heliopolis* that at times it seems as though they have enechanged together. As a mechanic he can repair any problem that arises on the ship and, on the rare occasions when time permits, has implemented improvements to the *Heliopolis*.



DR. MINDBENDER

Real name: Armand Singh (a.k.a. Verstal Bender)

Occupation: Multi-discipline scientist

Legal status: Citizen of the Republic of India

Place of birth: Mumbai, India

Marital status: Single

Known relatives: Unknown

Group affiliation: Cobra

Current base of operations: A secret, secure facility

First appearance (historical): *G.I. Joe* (1982) #44

First appearance (this continuity): *G.I. Joe* (2009) #10

History: Born in Mumbai, India's largest city, Armand Singh was welcomed into a life of privilege. His father, a prominent, enterprising businessman, greased all the right palms and paid all of the right bribes so that his son would have the finest education available.

From a young age, Singh took an interest in science. However, it was not out of a desire to better the world or the lives of his fellow men. Singh, at the prompting of his father, realized that in the new world, science and technology were the key to power, strength and wealth. Singh's relentless studies in his native India, in addition to his father's considerable wealth, led to his enrollment at both Oxford and Cambridge, where he obtained numerous degrees in neuroscience, psychology, genetics, engineering and other disciplines.

Singh had no desire to make a life for himself in academia, however, as even a tenured position could never offer him the wealth and power that he desired. Singh made a name for himself as one of the world's finest scientific minds, one unhindered by thoughts of ethics or morality. This expertise and his lack of scruples led to Singh taking a prominent role in the CIA's MK-Ultra program, countless subliminal advertising campaigns and, eventually, even drew the attention of the international terrorist organization known as Cobra.

Adopting the name Dr. Mindbender, Singh quickly went to work, not on any specific technology, but on eliminating the inferior minds that ranked above him in Cobra's organization. After sabotaging their work and ensuring that they were disposed of, Mindbender installed himself as Cobra's chief science officer. It was in that role that he was placed in charge of the ill-fated M.A.S.S. project alongside the technology's creator, Destro.

Following the seeming fall of Cobra, Singh adopted a new identity: "Dr. Verstal Bender." It was with this identity that Mindbender found himself once again working for the United States government, as General Miles Manheim hired him to work for the M.A.S.K. program, aka Project Spectrum. There, Mindbender served a vital role, helping Manheim to identify, recruit, train and manipulate potential members of the Mobile Armored Strike Kommand team.

Height: 5'6"

Weight: 135 lbs

Eyes: Brown

Hair: Black

Strength level: Dr. Mindbender possesses the strength and endurance of an adult man in acceptable, but unremarkable physical condition.

Unusual powers: While he boasts no unusual powers, Dr. Mindbender is a profoundly gifted scientific mind. Having devoted his entire life to the study of the human mind, technology and their connection, he is a master of near every field, and in those that he is not, he is an exceptionally quick study.



Weapons: Dr. Mindbender has no known proficiencies or preferences when it comes to weaponry, as his most dangerous asset is his mind, and his ability to weaponize others.



Real name: Orion Pax
Occupation: Autobot leader
Legal status: Citizen of Cybertron
Place of birth: Iacon, Cybertron
Marital status: Single
Known relatives: None
Group affiliation: Autobot, one of the Thirteen Primes
Current base of operations: Autobot City, Earth
First appearance (historical): *The Transformers* (1984) #1
First appearance (this continuity): *Transformers: Infiltration* #6

History: After graduating from the Institute for Higher Programming and the Academy of Science and Technology, Orion Pax of Iacon became a police officer in the city-state of Rodion. There he learned of a miner named Megatron who, having been arrested, wrote a treatise on non-violent resistance. This led Orion to consider the poor treatment of many Cybertronians due to mode-based classism.

After decrying the Cybertronian Senate’s corruption, Orion was befriended by Senator Shockwave, who (after Orion was injured) had a cavity built into his body—designed to hold the legendary Matrix of Leadership, held by the rulers of Cybertron, the Primes. But when Nominus Prime died, Orion learned it was murder—at the hands of the Senate, who replaced the Matrix with a bomb—all in an effort to blame Decepticons for the destruction. Orion helped remove the bomb, learning in the process that the “actual” Matrix was a fake, as well, but Shockwave was captured by the Senate and had his hands, face, and emotions removed.

Losing his ally and on the run from the Senate, Orion befriended one of Shockwave’s allies, Zeta. After Megatron (now no longer preaching non-violence) and his Decepticons killed the corrupt Senate and the authoritarian Sentinel Prime, Zeta was named Prime and Orion aided him, believing Zeta to be a force for progressive change. Unfortunately, Zeta proved as evil and dangerous as his predecessors.

Orion forged an alliance with Megatron to overthrow Zeta. But after killing Zeta, Megatron turned on Orion and blasted him with a fusion cannon. Left for dead, Orion discovered—or was discovered by—the actual Matrix of Leadership, which re-energized him. Orion took the name Optimus Prime.

All-out war erupted between Optimus’ Autobots and Megatron’s Decepticons. The conflict spread across the galaxy, and much of Cybertron’s population fled the war, even before Cybertron itself was rendered uninhabitable.

Eventually, the war came to a head on Earth, as the Decepticons launched an all-or-nothing blitzkrieg against the Autobots—and lost, leaving the Earth devastated. Megatron returned to Cybertron, seemingly dying a hero as he and Optimus defeated an other-dimensional menace. In the process, the Matrix was broken in half—and Cybertron was reborn. Cybertronian civilians returned—and saw Optimus as a war leader, whose ways had destroyed their planet. Optimus gave up the name Prime—returning to Orion Pax—and traveled through space, tracking the movements of his old friend, Shockwave, who he realized was instigating a mad scheme that would cause the end of all space and time.

With Megatron back from the “dead,” he and Orion joined forces and defeated Shockwave. Orion once again became Optimus Prime—and Megatron joined the Autobots. Optimus traveled back to Earth seeking his mentor Alpha Trion—rescuing him from humans who had allied

themselves with a new Decepticon army led by Galvatron and Soundwave.

Meanwhile, Cybertron made contact with several long-lost colony worlds—and many of these populations viewed Optimus as the mysterious Thirteenth Prime—called “The Arisen” in some traditions—who was one of the original Primes, from whom the corrupt lineage of more recent history had taken their names. Optimus denied this, but seeing Earth threatened by Galvatron, he began to lean on others’ faith, gaining followers as he annexed Earth into Cybertron’s Council of Worlds for, he said, Earth’s ultimate protection.

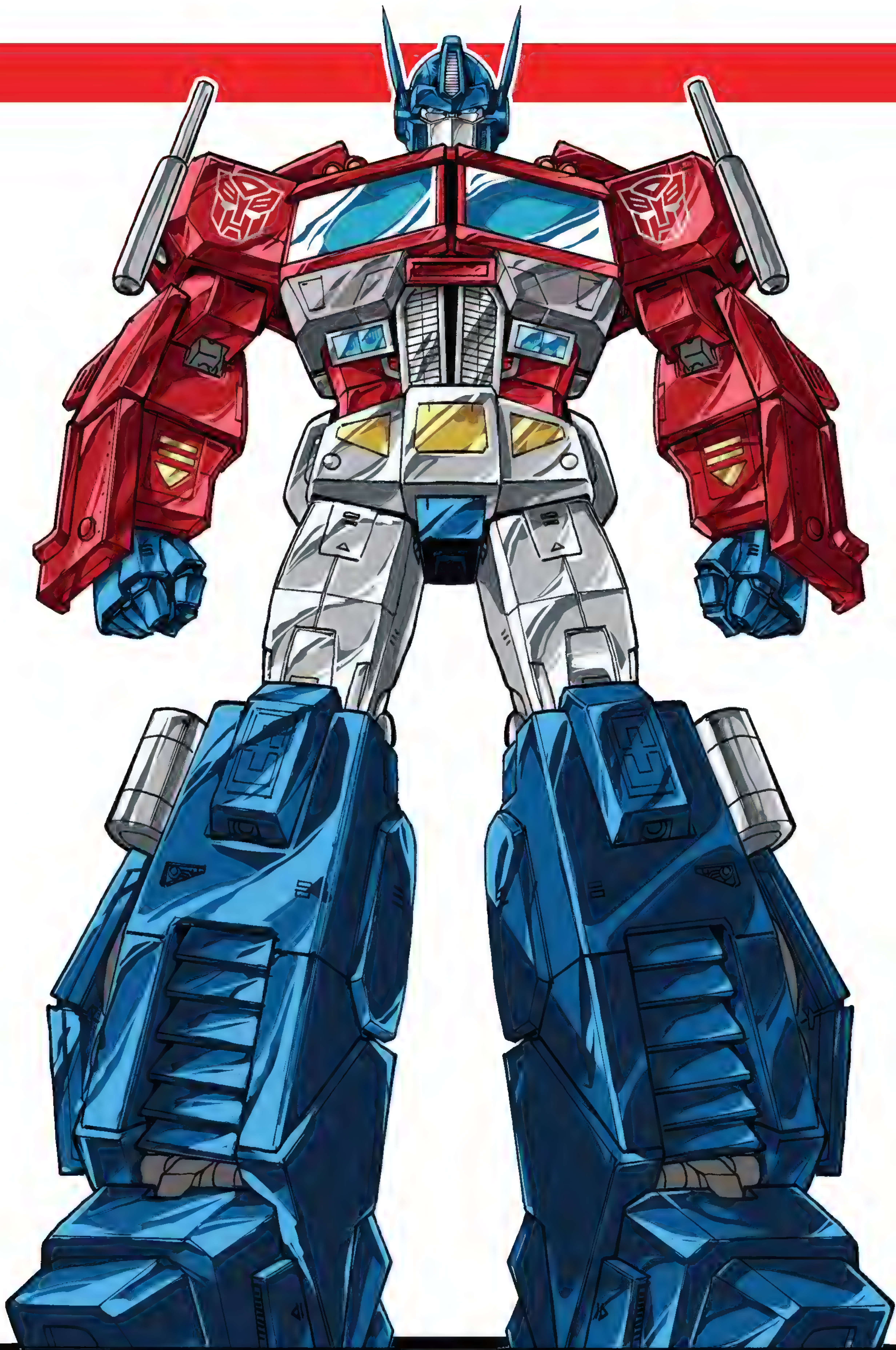
This action was controversial on Earth and Cybertron—but the latter sided with Optimus when he unexpectedly raised a Titan—a massive, city-sized Cybertronian—from the surface of the Earth. It was reasoned that only a true Prime could perform such an act. Forging an unwilling alliance with Soundwave—who Optimus knows is responsible for the murder of a Decepticon—Optimus and his forces killed Galvatron and fought off a resurrected Sentinel Prime, clearing the deck to concentrate on bringing Earth into the cosmic community—or so Optimus hoped.

Height: 38’
Weight: 22 tons
Eyes: Blue
Hair: None

Strength level: Optimus Prime possesses extremely high levels of strength and endurance compared to other Cybertronians of his stature.

Unusual powers: Like all Cybertronians, Optimus Prime is able to change modes, usually into a truck. Thanks to Shockwave’s actions, he has a chest cavity that currently holds half of the seemingly inactive Matrix of Leadership, though the Matrix mysteriously glowed on the colony of Caminus, helping galvanize its people to his side.

Weapons: Optimus Prime is very well-versed in Cybertronian weaponry, usually carrying an ion blaster. He has also been known to use melee energy weapons in close-quarters combat.



OKTOBER GUARD

Current Members: Major Bludd (Sebastian Bludd), Daina (Daina Janack), Gorky (Mikhail Gorky), Horrorshow (Peter Danko), Dragonsky (Andrei Freisov)

Past Members: Colonel Grigori Schtern (deceased), Shturmovik (Nico Tchitcherine, deceased)

Occupation: Mercenaries; former Russian special forces unit

Legal status: Citizens of Russia wanted for multiple crimes (except Major Bludd who has dual Australian/United States Citizenship but is a wanted criminal)

Current base of operations: Mobile

First appearance (historical): *G.I. Joe* (1982) #6

First appearance (this continuity): *G.I. Joe* (2011) #17

History: The original members of the Oktober Guard were recruited by Colonel Grigori Schtern. During the fall of the Soviet Union, Schtern maneuvered to insure his political longevity. His tactics involved employing mercenaries—including Major Bludd—to run guns through Russia to arm his allies.

Nico Tchitcherine was a Spetsnaz trooper working under Colonel Schtern. Tchitcherine was sent undercover as an enforcer in the Russian mafia family Brothers' Circle, where he gained the nickname Shturmovik. Under Colonel Schtern's orders, Shturmovik destroyed Temuri Stanislov's organization, killing his men and family. Shturmovik subsequently worked as Schtern's bodyguard.

Mikhail Gorky was a member of the elite Russian Naval Infantry. During an operation, he learned of the Arashikage ninja clan. Gorky tracked down another ninja clan, killing several members to prove his skill. The gamble paid off, and the ninja clan invited Gorky to train with them. When Gorky felt he had learned all he could, he turned on his brothers, leading Gorky to claim he has killed more ninja than any man alive—a claim which brought him to Schtern's attention.

Daina Janack's father was a prominent mafia figure. Daina was a figure-skater with Olympic hopes, until the rival Tambov gang kidnapped her and broke both her knees. Her father refused to back down and hired Peter Danko (a.k.a. Horrorshow) to act as Daina's bodyguard. The Tambovs executed Daina's family, and tried to kill Daina. In the attack, Horrorshow took three bullets but killed the attackers. He then introduced Daina to his former commanding officer, Colonel Schtern.

In the United States, General Joe Colton's very public Adventure Team was replaced by the secret unit, G.I. Joe. Beginning to suspect its existence, Colonel Schtern paid Tomax and Xamot Paoli—high-ranking members of the then-clandestine Cobra—to confirm G.I. Joe's existence. Schtern decided Russia needed a similar team.

Codenamed Oktober Guard after the October Revolution of 1917, this new squad consisted of Schtern, Daina, Horrorshow, Gorky, and Shturmovik. They undertook countless actions in Russia and abroad, coming into contact with Cybertronians, the Action Man Programme, and various other international organizations—but not G.I. Joe.

Following the war in Nanzhao, which announced Cobra as a worldwide power, the Oktober Guard began operating independently, taking control of the Czar Cannon—a powerful



railgun—and attacking Cobra bases in Russia, taking residence in one.

The team attacked a U.N. prison and recovered Schtern's former ally Major Bludd, who was being held prisoner. Via Tomax Paoli, who Schtern remained in contact with (not realizing Paoli had been compromised by G.I. Joe), G.I. Joe agent Ronin infiltrated the Guard's base before being captured. Flint, Chameleon, and Lady Jaye attempted a rescue, but were captured. Jaye sent a distress signal, leading Agent Clockspring to request aid from Paoli, who used his influence on Cobra to initiate an attack.

During the chaos, the G.I. Joe team escaped and Bludd was able to get hold of a gun and kill Schtern. Bludd took control of the Czar Cannon and destroyed the Cobra base camp and a government building in Vladivostok. With Schtern dead, the Russian government would assume the Oktober Guard had turned traitor.

The Guard had no choice but to reluctantly follow Bludd. Hiring Dragonsky, an old acquaintance of Bludd's from a Cobra gulag, the new Oktober Guard was a successful mercenary organization for several years. Eventually, they were put on retainer by the mysterious Baron Ironblood. When the ancient Cybertronian object called the Talisman was activated by a Cybertronian called Blackrock—sending out a wave of energy that mutated everyone within a 12-mile radius—Ironblood used the M.A.S.S. Device teleporter to send the Oktober Guard to Schleteva to recover the Talisman.

The Guard was intercepted by British agent Action Man, who had been alerted when the base—operated by the Secret Intelligence Service—was compromised. Action Man killed Shturmovik, but the rest of the team continued. By the time they reached the Talisman, Action Man had engaged Blackrock. The Oktober Guard held back until a G.I. Joe squad—led by Mayday—arrived, along with erstwhile ally Rom.

In the action, the Talisman activated again, but the Oktober Guard used the confusion to escape with the ancient device. The team was attacked by Action Man's Cybertronian ally Kup, but Bludd activated the M.A.S.S. Device and the Guard teleported to Ironblood's base on the moon. The team returned to Earth, their mission successful, despite Shturmovik's death.

ORPHION

Real name: Orphion (surname unknown)

Occupation: Commander of the Knights of the Solstar Order

Legal status: Legal Citizen of Elonia

Place of birth: Unknown

Marital status: Single

Known relatives: None

Group affiliation: The Solstar Order

Current base of operations: Northern California, USA, Earth

First appearance: *Rom* (2016) #4

History: Orphion has hated the Dire Wraiths longer than most anyone alive and has found much of his life consumed by that hatred.

Roughly 300 years ago, the Dire Wraiths invaded his homeworld. The destruction was massive, with billions dying, including Orphion's nest family. Only a scattered few survived, in large part because of Orphion's quick thinking. With the help of nearby races, Orphion's world was quarantined and razed in an attempt to destroy the Dire Wraiths. Unfortunately, it didn't work.

Shortly thereafter, Orphion joined with Imperiator Carax to found the Solstar Order, a group pledged to ridding the universe of the Wraith menace. Orphion quickly became an invaluable expert in the development of resistance strategies and ascended to the rank of Commander of the Solstar Order.

This was a mixed blessing for Orphion. On the one hand, he began developing strategies that seemed to work against the Wraiths and became an expert tactician, able to coordinate any theatre of war the Order found themselves engaged in. Similarly, he found himself on the frontlines of technological development for the fight, becoming one of the first to help develop both the neutralizer weapons and the shielding techniques that would be tested on the planet Elonia. However, much to his sorrow, for this time, he found himself providing support rather than facing the Wraiths head-on.

Of course, he would have his chance to face the Wraiths again. While stationed at the Solstar Order Command Center on Elonia, Orphion witnessed the first Wraith attacks against the planet. Though he was not engaged in the initial battle at the Solstar Academy Medical Center, he soon found himself training new recruits. Among them were some headstrong recruits named Rom, Livia and Fy-Laa.

Once Rom, Livia and Fy-Laa were trained up, Orphion sent them to the Blue Mountains to act as guard detail and search for the Wraiths. Though his expectation was the recruits would not be targeted, he was wrong. Though they were injured, the recruits survived the attack having eliminated the Wraiths and made the most fantastic discovery—a metal that was deadly to Wraiths. Orphion, intrigued by the prospects, was the first to volunteer to be exposed to the metal and take a more active duty as Commander of the Knights of the Solstar Order.

In a new policy, it was mandated that Knights work in pairs. Orphion, having his choice in the matter, picked Livia. The two worked closely together over the next 200 years, killing Wraiths and acting in the interests of the Solstar Order. Unfortunately, this trajectory put them on path to clash with a Knight who was violating the laws of the Order, Orphion's former student, a renegade who must be put down for not destroying the troublesome planet Earth—Rom!

Height: 10'0"

Weight: 1,020 lbs

Eyes (humanoid): Yellow

Hair (in armor): Red



Strength level: Orphion's metal suit greatly enhances his longevity, strength and stamina, as well as providing life support, but its upper levels are thus far unknown.

Unusual powers: Orphion's metal suit possesses the power of interstellar travel, seemingly endless life support, and the ability to scan living things in order to determine if they are secretly Wraiths in disguise. Additionally, like all armored Knights of the Solstar Order, Orphion can mentally morph the metal into weapons to suit his needs in battle. His strength and stamina are greatly enhanced, making him a formidable foe in hand-to-hand combat. A commander in the Solstar Order, Orphion possesses advanced military training and a keen strategic mind.

Weapons: Orphion's weaponry is unique among the Solstar Order. His preferred form of Neutralizer takes the shape of a bow, which generates its own arrows of neutralizing energy. Additionally, he can fire other beams of neutralizing energy from his tail. He has also shown the ability to channel great amounts of energy through his hands. Like all armored Knights, he has the ability to detect Wraiths through the power of his wrist-mounted Energy Analyzers. He also can create holographic projections through this system. His armor is also equipped with a built-in Translator that converts his language to others.

OZIRON RAE

Real name: Oziron Rael

Occupation: Mercenary, smuggler

Legal status: Citizen of Microspace

Place of birth: Luxoris, Pharoid Cluster

Marital status: Single

Known relatives: None known

Group affiliation: Pharoids

Current base of operations: The *Heliopolis*, warpcore starship

First appearance (historical): Pharoids—1977 toyline

First appearance (this continuity): *Micronauts* (2016) #1

History: Oziron Rael (“Oz” to his friends) tends to keep his past a secret. It is known that before he pursued life as a mercenary and smuggler, he was one of the handful of “sensitives” who could communicate with the ancestors of the Pharoids—the Time Travelers.

Undergoing intense mental conditioning, Oziron and a group of Pharoids attempted to communicate with the Time Travelers on behalf of the Ministry of Science. The Time Travelers vanished coinciding with the formation of the Entropy Cloud (the growing force of destruction at the heart of Microspace). The Ministry of Science believed that the missing Time Travelers might hold the key to solving the Entropy crisis. While attempting this psychic communication, however, all of the sensitives except Oz died, having suffered massive cerebral damage. Oz staggered away, unsure what had happened, remembering nothing.

Fleeing the scene, Oz went into hiding. He took odd jobs here and there throughout Microspace. This eventually led him to life as a mercenary and smuggler, primarily in the employ of Hezlee Ferro, a merchant and criminal on Micropolis-12. After a few years working for Ferro, Oz had saved up enough credits to buy his own ship—the *Heliopolis*. He gathered a crew and struck out to make his own fortune. The *Heliopolis* is one of the last of the warpcore ships, able to fold space and travel faster than nearly any other vessel in Microspace. Warpcore travel is very dangerous, though, leading to a break with reality for some of those who use it. Oz’s willingness to take the risk means his services are in high demand by Ferro and other employers.

Like all Pharoids, Oz is a pacifist, and he will avoid combat when he can. That said, he has surrounded himself with those who are unafraid to enter battle. Oz has no problem with his allies fighting the fights he will not. At times, Oz has been forced to enter a fight himself, and he has proven to be an adequate combatant.

Height: 5’11” (Microspace Comparative)

Weight: 185 pounds (Microspace Comparative)

Eyes: Brown

Hair: Black

Strength level: Oziron possesses the average strength of a humanoid who engages in a moderate amount of physical exercise.

Unusual powers: Oziron possesses an unknown amount of psychic potential. In the past, he was able to send his consciousness through astral space to communicate with the missing Time Travelers. In recent years, he has abandoned the pursuit of his own psychic abilities. He has, however, been seen to involuntarily psychically heal himself from fatal wounds. It is unknown if he possesses any other telepathic abilities.



Like many residents of Microspace, Oz can enerchange with other Microspace technology and lifeforms, merging with them in miraculous ways. He has done this only rarely, because overusing the enerchanging ability has potentially harmful side effects.

Weapons: Oziron can often be found with a blaster at his hip. Though it doesn’t see much use, the common energy gun can come in handy in a pinch—helping drive back foes or intimidate before the shooting starts.

That said, when Oz does get into a fight, he can often be found piloting Biotron, a technorganic exosuit who’s living interface has bonded to Oz. Biotron units are incredibly strong and durable and come equipped with lasers and other offensive capabilities.



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JUNE 2017

- G.I. Joe #7
- Hasbro Heroes Sourcebook #2
- M.A.S.K.: Mobile Armored Strike Kommand #8
- Micronauts: Wrath of Karza #3
- Optimus Prime #8
- Revolutionaries #7
- ROM #12
- Transformers: Lost Light #7
- Transformers: Salvation
- Transformers: Till All Are One #11

JULY 2017

- G.I. Joe #8
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- Micronauts: Wrath of Karza #4
- Optimus Prime #9
- Revolutionaries #8
- ROM #13
- Rom vs Transformers: Shining Armor #1
- Transformers: Lost Light #8
- Transformers: Till All Are One #12

Welcome back, IDW Faithful! This month, we're talking to the minds behind the epic *Transformers: Salvation* – John Barber and artist Livio Ramondelli!



John, what can you tell us about this colossal story?

JB: The first thing I wrote down when we started this comic was "this isn't about saving Cybertron, this is about saving Cybertron's soul." There's a lot of action—if you like big metal dinosaurs fighting, you won't find more or bigger ones anywhere else. But *Salvation* is about characters who've lived a life of war trying to prove they can be something else—and that their world isn't doomed. Also, a skeletal mechanical samurai makes a giant steel tyrannosaur try to eat Devastator.

Livio, your art style gives the Dinobots' story such a unique feel—moody, cinematic, violent. Could you talk about your storytelling approach?

LR: I really love playing with atmospheric lighting, and so I'm always trying to place characters into new types of environments. One of the great things about Transformers is the amount of ever-expanding new locations it allows. We're still revealing new areas of Cybertron, after all the years we've been doing this and I dig that. I'm also a fan of worn, visceral sci-fi. And so I'm always trying to present both the characters and environments as weathered, gritty—they've all got a past.

This isn't the first time you guys have

worked together—in fact, *Transformers: Salvation* marks a sort of ending to a trilogy of Dinobot stories that started with *Transformers: Punishment*. Have you enjoyed the collaboration?

LR: Absolutely. John is a great collaborator—he always wants to hear your ideas and so you feel like you're working on something you truly have a stake in, rather than just drawing someone else's story. This trilogy has also been great because it's allowed me to explore different visual genres with the same underlying story. *Punishment* was like a noir detective story. *Redemption* was a crazed car-chase through a hellish landscape. And now *Salvation* has elements of a Godzilla movie, among other things.

JB: I feel like we're in a band. We both do other projects, but every once in a while we get together and put out something we couldn't do on our own, or with other people. We've been working together off and on for six years now, but I think we're always pushing each other. *Salvation* definitely isn't put together like anything else we've done.

And finally, what we've all been waiting for—favorite Dinobot?

JB: I came in a big Dinobot fan, and I've really grown to like all of them even more, individually—and it was great to add Strafe to the ranks—but Slug is my favorite. He was the toy I had as a kid, so he was always my Dinobot. It's been cool forcing him to take charge... and like all the characters I love, he really gets put through the wringer.

LR: Grimlock aside (since he's absent from *Salvation*), I'd say my favorite is Snarl for sure. Although I've also really come to like Sludge and how John writes him like a big friendly puppy... when he isn't incinerating people.

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